
THE SUPER-SONIC CONSOLES MAG!
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THIS MONTH'S SPECIALS:
SEGA JOE MONTANA FOOTBALL!
◀ JAMES POND MEGADRIVE!
NINTENDO DAYS OF THUNDER!!
GALAXY FORCE CLASSIC GAME!
SUPER FAMICOM PILOTWINGS!
SEGA
MEGADRIVE
SUPER FAM
NINTENDO
GAMEBOY
REVIEWED:
AFTERBURNER
WIZARDS AND WARRIORS II
MIDNIGHT RESISTANCE
DAYS OF THUNDER
DARIUS II
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THE HEDGEHOG!!
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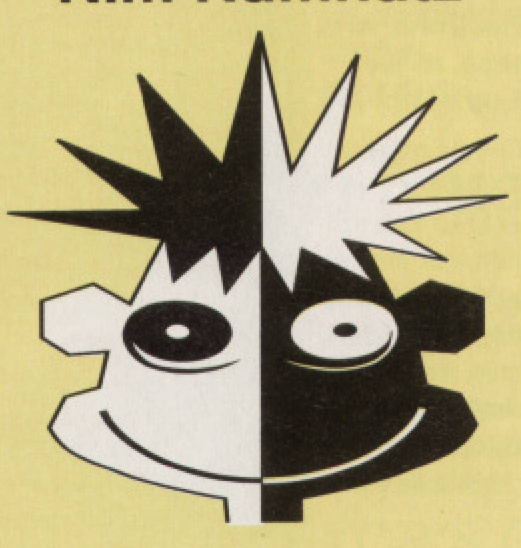
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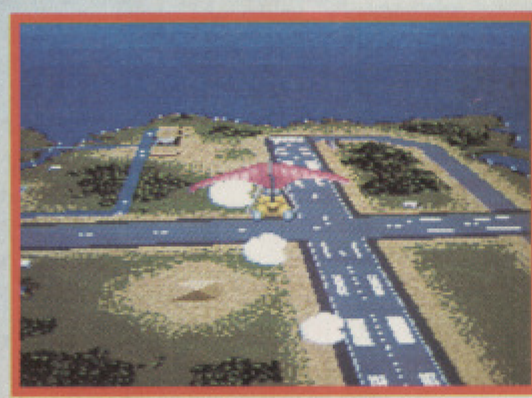
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CONT



▲ *Pilotwings! Check out page 88!*



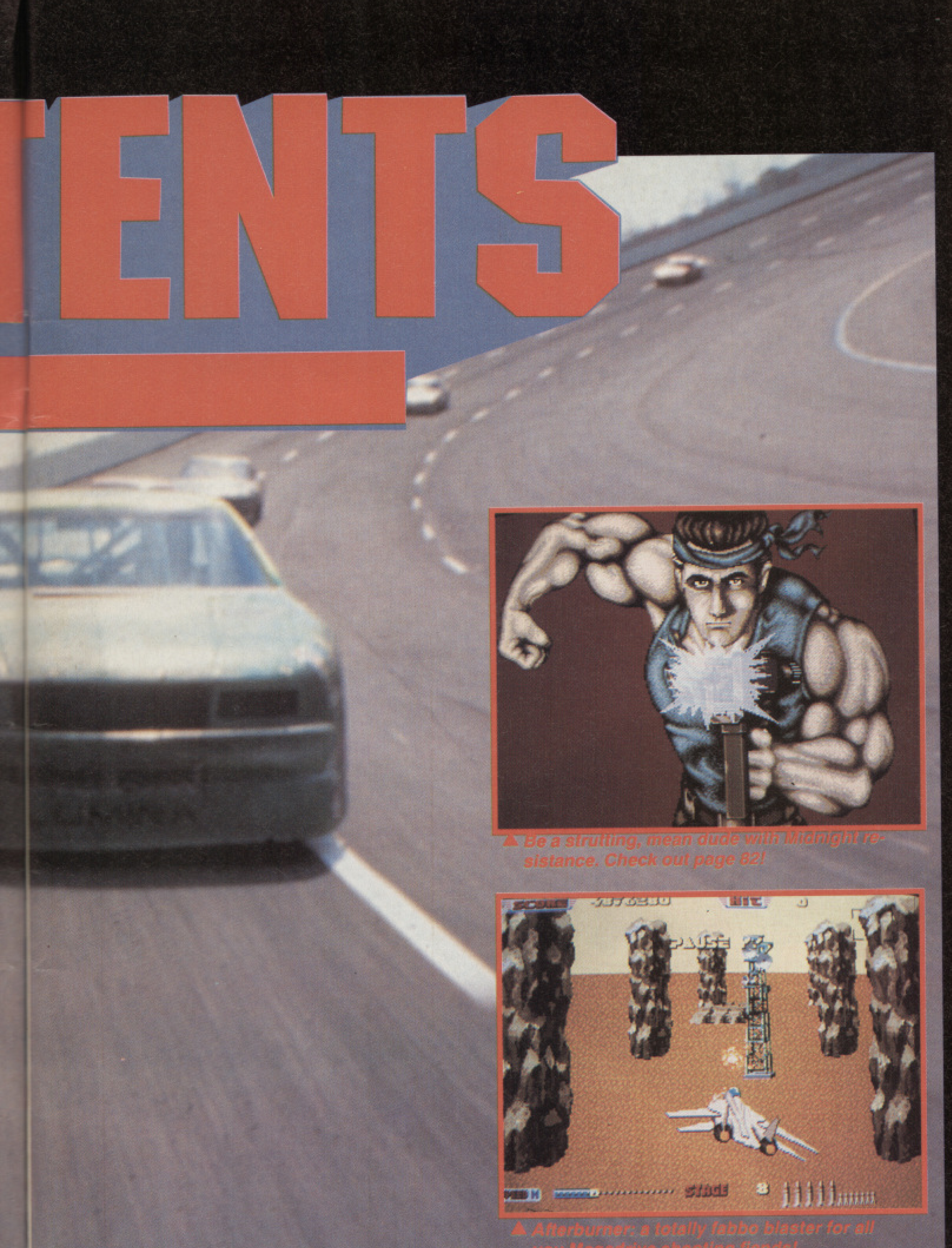
▲ *Joe Montana football. Is it any good or what?*

COMPETITIONS

GAMES

MEGADRIVE

NINTENDO



▲ Be a strutting, mean dude with Midnight resistance. Check out page 82!

▲ Afterburner: a totally fabbo blaster for all you Megadrive shooting fiends!

EDITORIAL

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GRAHAM "BEE-EM" TAYLOR
THANKS THIS MONTH TO:
Southend District Council for putting three (count 'em) different road surfaces on the corner just up from the Cliffs Pavilion and making it so entertaining to drive around, Mr Michelin's grippy tyres, whoever invented Ibuprofen, whoever invented those mega 3-minutes-in-a-microwave burgers and the Japan Centre
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COMPETITION RULES

It's not fair, because EMAP employees or their immediate kin may enter competitions, but then again if they could they'd always win. Other people who won't be winning is the Dwayne Minton family of West Wormwood because they do farts in lifts and always tread dog poo through anywhere they go. Whatever Jazza says on competition matters goes, and no correspondence shall be entered into. So there's no point in writing to complain.

JAZZA'S FINAL BIT

Okay, final bit lovers. I've decided that Gameboy MUST be won, so here's a comp that someone MUST win! Just answer this simple question: what kind of car do I drive (regular MEAN MACHINES readers should know by now, but here's a clue: it's a very hot hatch). I also want you to answer a tie breaker question - how many miles has it done at the time of writing (I've just gone outside and made a note, so I won't forget)? The person who gets the question right and is closest to the mileage I've just noted wins the Gameboy. Could it be 2,500 miles? Or is it nearer 25,000 miles? Guess away and send your entry to: I HONESTLY DIDN'T LOOK IN JAZZA'S CAR WHEN IT WAS PARKED ON SOUTHEND SEAFRONT, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The winner will be announced in this space in issue 10.

JAZZA'S FAVE COIN-OP



MEAN MACHINES doesn't normally cover coin-ops, but I feel I must mention Street Fighter II, an arcade game that I've been playing more than anything in recent months. The original Street Fighter machine was no great shakes, but this sequel is superb and is easily the best one-on-one fighting game yet seen in the arcades.

The player is given the choice of eight different characters to fight with - either Ken and Ryu (combatants from the original Street Fighter), E Honda (a big fat Sumo wrestler from Japan), Chun Li (a sexy woman whose spinning bird kick is deadly), Dhalsim (an Indian rubber man), Guile (a tough American GI), Blanka (a wolf man from Brazil) and Zangeif (a Russian wrestler). Each has a massive selection of moves, plus a couple of special custom moves like fire spitting, electrifying pulses and hurricane punches!



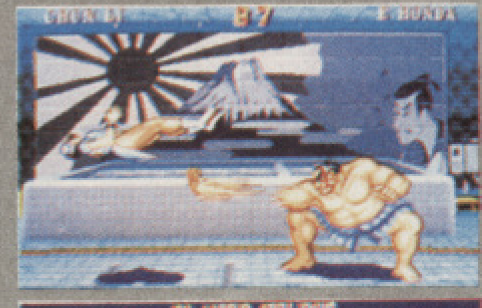
Street Fighter II has spectacular graphics, amazing animation, superb sound and immensely addictive gameplay (especially when two players are beating the seven shades of shinola out of one another), and although it takes quite a while to master, it's one of the most rewarding arcade games you'll play this year. Just make sure you've got loads of ten pees when you start playing - you'll spend the lot!

By the way, I'm hearing reports from Japan than Street Fighter II could be appearing on the Super Famicom early next year - but I have yet to confirm this. I'll let you know as soon as I have more information.













PET TALENT CORNER

Talented pet pics have poured into the office following last month's cat 'n' dog geniuses. First of all we've got a golden retriever called Keltie who loves wearing a hat and sunglasses. Thanks to Richard Barker of Yeadon, Leeds for sending in those pics of his cool-lookin' pooch!

Next we've got pictures of Benji the dog who likes putting on 3D glasses. Mark Stephens is his owner, and he lives in Brampton, Carlisle.

Daniel Excell of Crawley, W Sussex has sent in four pictures of his multi-talented dog who's capable of wearing a special hat from a cracker, a scarf around his head and "advertising executive" pink-rimmed specs. He also enjoys wearing his Crystal Palace





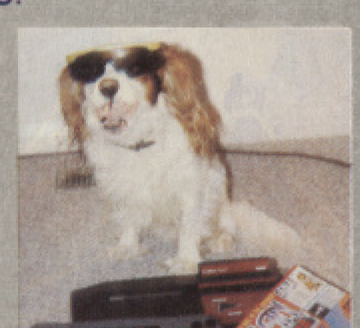


shirt. I'm surprised he hasn't been picked for the team...

And last of all we've got a mild-mannered Dobermann who likes to rip MEAN MACHINES magazines apart. Well, better than tearing the legs off small children I suppose. Thanks to Chatan Patel of Weston-Super-Mare for sending that pic in.

If you've got any pet pics, send them in! The address is: SHEER ANIMAL GENIUS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.









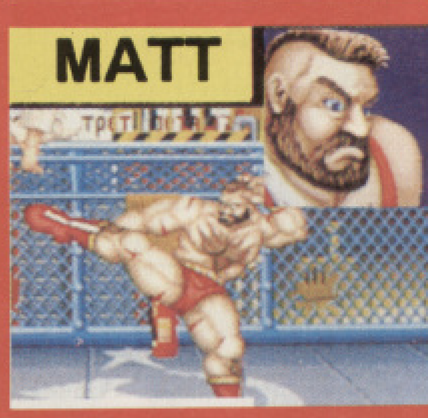


SPECIAL DELIVERY!

Postman Rob has just become a father - baby Louise was born 16th April and weighed in at 5lbs 5 oz. I hope you will all join me in offering congratulations to him and his wife, Lorraine.



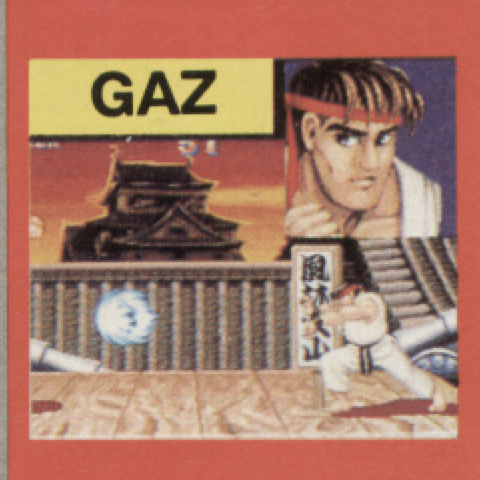
JULIAN "GREEN FINGERS" RIGNALL
Before moving into games reviewing, our Jazza used to work at a plant nursery where he used to live in a tiny mid-Wales village called Llangeitho. It was a job that required all his skill, wit and talent - it basically involved shovelling large amounts of goat poo around a load of fields all day!
CURRENT FAVE GAMES: JOHN MADDEN'S, STREET FIGHTER II, PGA TOUR GOLF



MATT "I'M A BANKER" REGAN
Before Matt moved into MEAN MACHINES he had a variety of part-time jobs, including work as a crap postman in Denham, a tiny Essex village near Colchester (any jokes about Postman Matt will be much appreciated). He also worked at British Telecom (boooo) and at the ultra-chic Chase Manhattan Bank. Oh yeah, he was also a florist for a few months. Snigger.
CURRENT FAVE GAMES: JOHN MADDEN'S, FINAL FIGHT, SIM CITY



OZ "ANY FRIES WITH THAT" BROWNE
Oz used to work at McDonalds in Warren Street, London - right next to Capital Radio Station. As you can imagine, it was a fast-food restaurant much patronised by the stars and Oz served 'em all - David Jensen, Mandy Smith, Wicksy from Eastenders, Billy Connolly (with his wife Pamela Stevenson and the kids), Pat Sharpe, Chris Tarrant and somebody from Brookside who he can't remember. What a star!
CURRENT FACE GAMES: THUNDERFORCE III, MIDNIGHT RESISTANCE, DEVIL HUNTER



GARY "FREE CREDITS FOR ME" HARROD
For five months Gary worked in Quay Amusements in Poole, where he patrolled the machines and constantly gave himself free credits so he could practice and get all the highscores. He almost got a job with coin-op manufacturers Electrocoin to design the sides and top of their arcade cabinets. However, the MEAN MACHINES job turned up just before he accepted, and the rest, as they say, is history!
CURRENT FAVE GAMES: STREET FIGHTER II, ULTRAMAN AND STREET FIGHTER II AGAIN BECAUSE IT'S SO BRILL



Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak bleeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

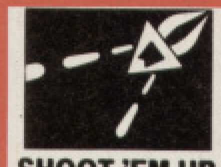
LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

GAME TYPE

These nifty icons show you what sort of game it is - here's the full list:





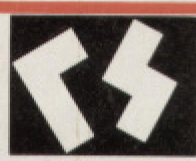
















PRESENTATION 91%
The game is very well presented, with plenty of options. Nice presentation screens as well.

GRAPHICS 91%
A nice variety in all the backdrops and sprites.

SOUND 72%
Decent enough effects, but the tunes are slightly lacking.

PLAYABILITY 87%
Plenty of really decent shoot 'em up thrills on offer - shame about the extra weapons though.

LASTABILITY 81%
The two-player option keeps the thrill-level high, and in the single-player mode there's plenty of long-term challenge.

OVERALL 85%
A tough and addictive vertical scroller, which could have done with some better power-up weapons. Recommended to hardened blasting freaks.

MARKS

90+
A MEAN MACHINES MEGAGAME! A completely superb game which shouldn't be missed.

80-90
A very, very good game which just misses out on the Megagame award due to minor deficiencies. Definitely try it.

66-79
A pretty good game which should still appeal to fans of the genre.

45-64
An average game - might disappoint some fans.

30-44
Below average. Very few players will get much entertainment.

11-29
A very poor game indeed which will only be played a few times before being shelved.

14-
An utterly ghastly travesty which should be avoided at all costs.

AWARDS

MEGAGAME
When you see this on a review, it means that the game has gained the highest award MEAN MACHINES can bestow. And if the game is for your machine, you better start saving for it now!

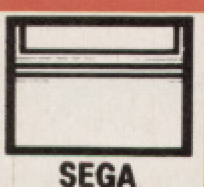


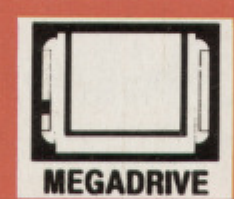


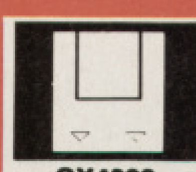
CLASSIC
This is given to a golden oldie which MEAN MACHINES decides to review. Although the game has been out for a while, if you haven't got it in your collection, you're missing out.

FORMAT

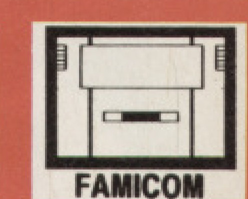
This icon tells you what type of cartridge the game is on - here's the full list:

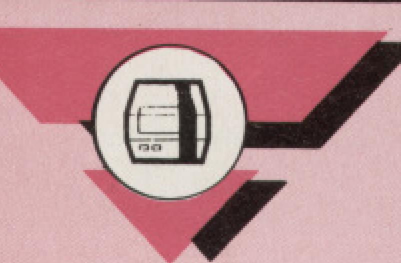
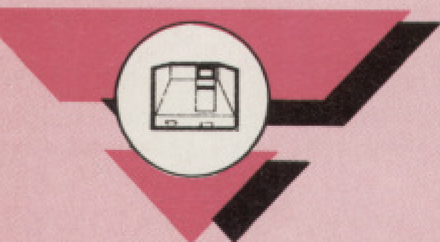
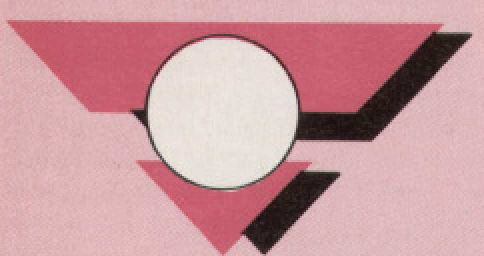
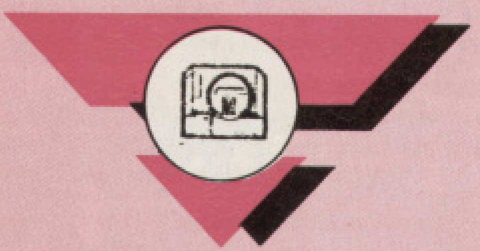
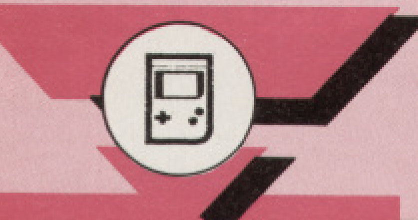










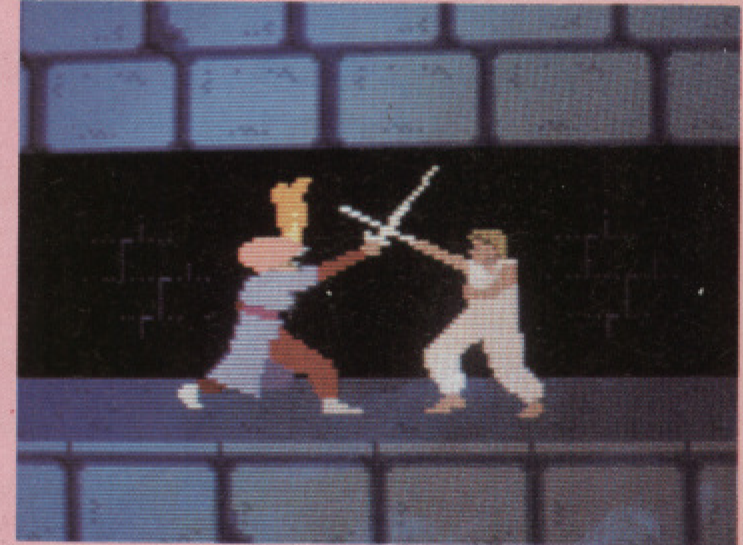






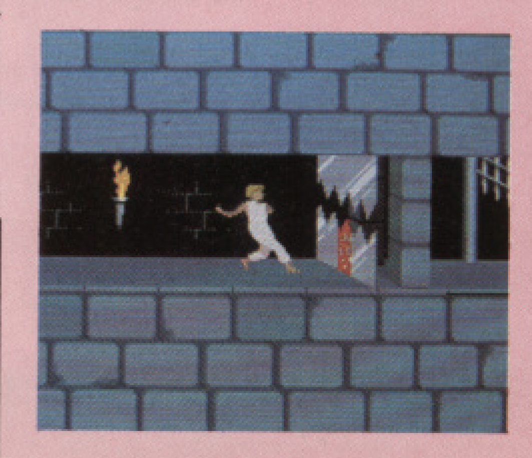
PRINCE of PERSIA™

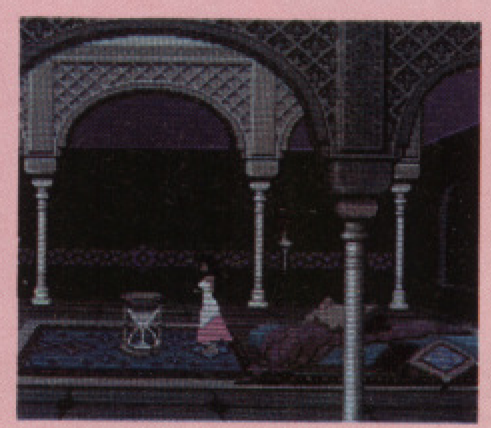
British software company Domark have recently acquired a Master System development licence, and have just announced that their first game will be Price of Persia, a graphically incredible 16-bit arcade adventure which appeared on the Amiga earlier this year to universal critical acclaim.

The player takes the role of a Prince and must rescue a Princess from the clutches of an evil wizard - a mission that involves guiding the hero through twelve hazard-packed levels of doom. The graphics are truly exceptional, with stunning, cartoon-like animation.

Price of Persia is bound to be massive when it is released in November - we'll be bringing you a full preview during the summer. Watch out for it!











SUPER SPECIAL SEGA SPECTACULAR

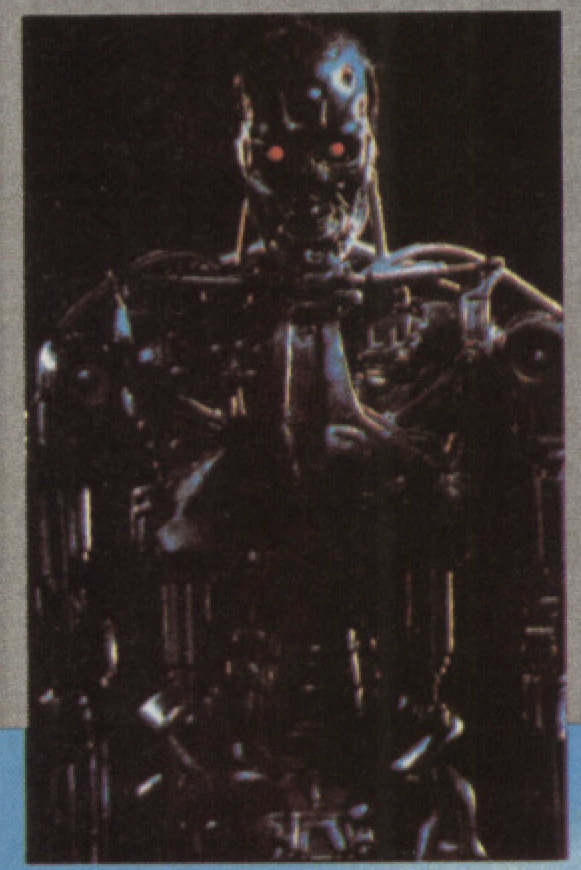
Got a Sega? Then keep your eyes peeled for the Complete Guide to the Sega - a marvellous megabook packed with reviews and tips for Megadrive and Master System games. This miracle of modern magazinedom was put together by the MEAN MACHINES and C+VG crew and costs only £2.95.

It's on sale right this second, so get down to the news agent and book your copy before it sells out.

TERMINATE YOUR SEGA

Appearing on your Master System screens later on this year will be a game based on the superb Terminator movie, which stars Arnold Schwarzenegger as a ruthless android sent back through time to murder an important woman.

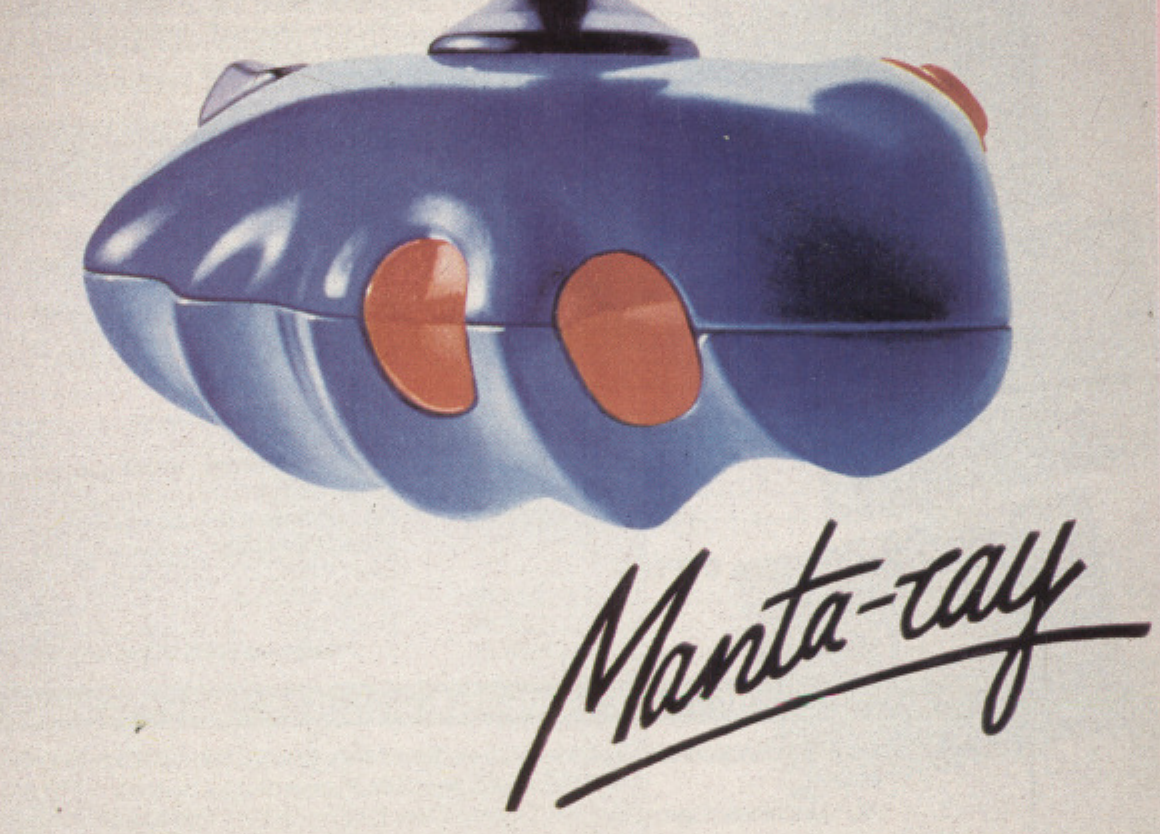
The movie is action-packed, and would make an ideal console game. Hopefully programmers Virgin will be able to pull it off!



Arnie fans will be pleased to hear that the sequel to Terminator, the aptly-named Terminator II will be released on the Nintendo later on this year. We'll bring you more news when we have it.

JOY TO THE WORLD

A new kind of joystick has been released by Spectravideo. The Manta-ray, successor to the Sting-ray, is claimed to be "the most comfortable joystick in the world - probably". Featuring three fire buttons, the Manta-ray offers the player a choice of fingers with which to fire. It's compatible with the Sega and Nintendo and retails for £16.99.

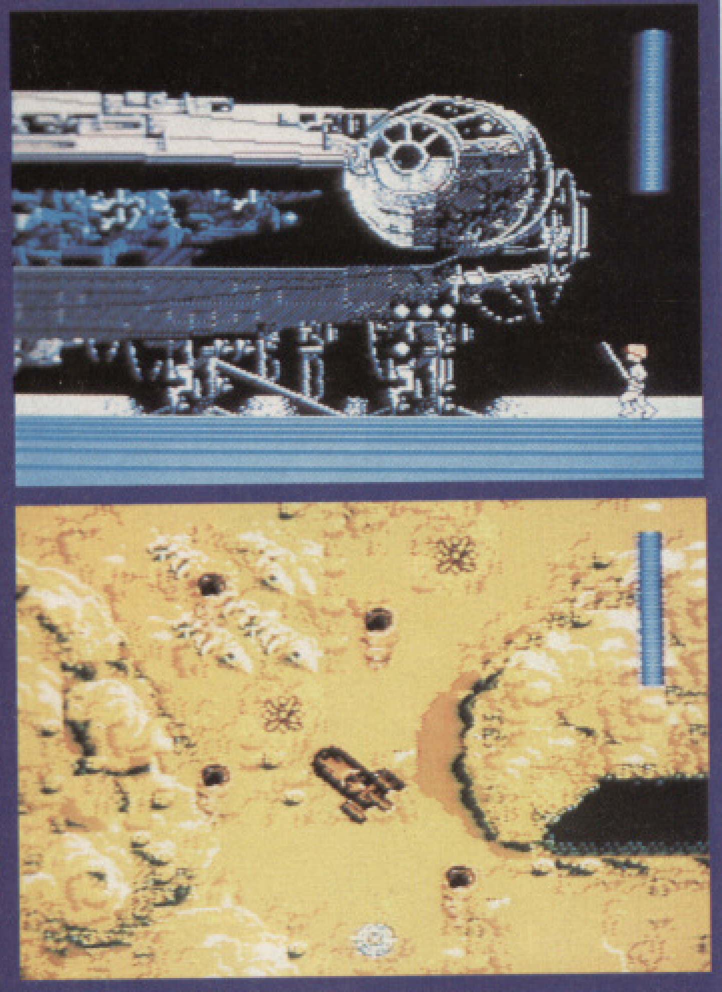


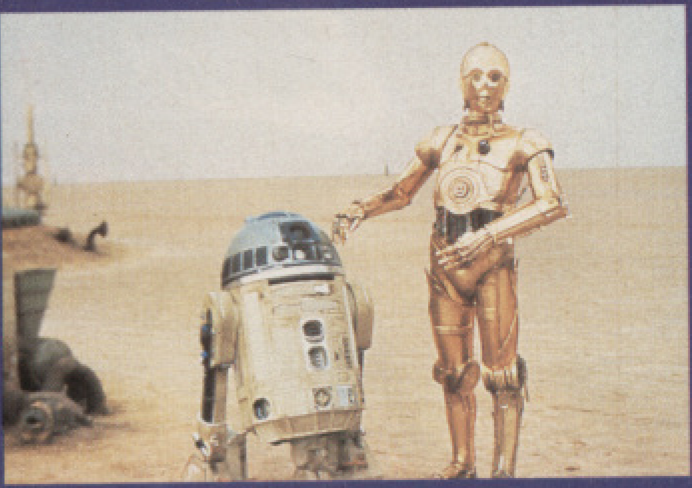




FROM USA

USE THE FORCE





Lucasfilm have announced the imminent release of two games on the Nintendo. Defenders of Dynatron City is a 1940's style action game, where the player takes on the role of various wacky superheroes like Monkey Boy, Buzzsaw Girl, and Toolbox.

The other game coming soon on Nintendo is Star Wars. It's not a conversion of the classic arcade game as you might think, but is instead an original title based on the blockbuster movie. There's 3D space flight sequences, a host of characters from the film, and a plot following the movie but with interesting new twists.

Both games will be released simultaneously in Britain and the US this August.

Even more news for Star Wars fans is that The Empire Strikes Back and Return of the Jedi are scheduled for next year on Nintendo. We'll keep you posted.

FAMOUS FIVE PLAY THE MEGADRIVE

Another five games for the Megadrive have been announced by Electronic Arts. Blockout, a 3D Tetris-style puzzle game, can be played by one or two players, and has nearly 1000 possible permutations. It had a very lukewarm reception when it was released on computer formats last year, but hopefully the Megadrive version will be tweaked to ensure maximum playability. No price has been fixed as yet, but we'll let you know...

Taking more of an adventure bent is King's Bounty, an RPG-style game in which the hero travels through four continents searching for the stolen Sceptre of Order. It will retail for £39.99.

Along similar lines is Might and Magic: Gates to Another World. It's a Megadrive version of the game Might & Magic II that first appeared on 16-bit computer formats in 1989. Said to have hundreds of mini-quests, it has enhanced graphics to make use of the Megadrive's colour palette.

Yet another adventure game to be released is Faery Tale Adventure, a quest to defeat an evil Necromancer. Like Might and Magic, it has a battery back-up to allow saved games and has loads of depth.

The last game is Centurion: Defender of Rome (one to please historic expert Matt!). The player is an officer in the Roman army and conquers surrounding territories and raises money for his next battle. Gladiator shows, chariot racing and even the chance to seduce Cleopatra are included! Look out for these games around June - MEAN MACHINES will be reviewing them over the next few months.



Infatuated with the Aegyptian queen, you tarry in Alexandria until finally you gain entrance to her bedchamber on her barge. Cleopatra is as sharp-tongued as ever.

"Does the mighty conqueror seek another conquest? Is the land of the Pharaohs not enough to satisfy you?"





スーパーファミコン

もう言葉はいらない。

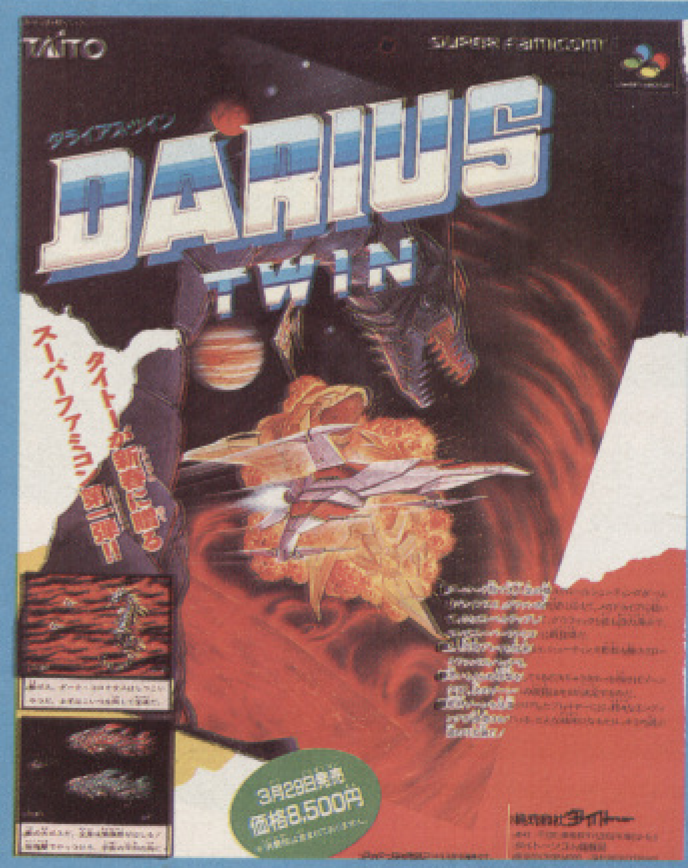
ULTRAMAN

The first beat 'em up to appear on the Super Famicom is Ultraman, a game based around a popular Japanese television superhero (whose fans include Gaz 'n' Jaz).

Ultraman's vocation in life is to travel the world and kick in any large, alien beast who happens to be tearing the place apart. And would you believe it, there are ten of these in this game, ranging from the metallic-clawed Alien Baltan to a Godzilla-esque creature called Red Lizard. So it's oooh-aaah kicks, kung-fu chops and laser blasts all round as Ultraman boots baddie butt.

The graphics and sound are disappointing for a Super Famicom game, and there's nothing here that couldn't be done on a Megadrive. The game isn't that challenging, either, and Jaz was more than disappointed when he completed it on his third go (250,160 is the score to beat, folks).

So unless you're a massive Ultraman fan, you'd be better off trying something else.



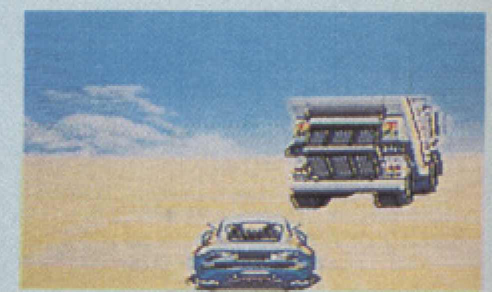
Super Famicom blasting fans should enjoy the delights of Darius Twin. Featuring simultaneous two-player action, great sounds and neat graphics, this is a feast of devastation and destruction on a grand scale. Shoot 'em up experts Gaz and Jaz reckon the action is fast and furious, but apart from the tricky last level, there's not a whole load of challenge on offer. So if you're a bit good, check it out before you buy...



BIG RUN

Recently available on import is this conversion of the not-very-popular Jaleco racing game. Since the game wasn't brilliant in the first place, Big Run doesn't stand much of a chance.

The 3D graphics are jerky and the update isn't smooth or convincing. On the positive side it's got great sound and the game is very challenging, but with visual presentation as poor as this, disappointment is the order of the day.



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MEGADRIVE



REVIEW

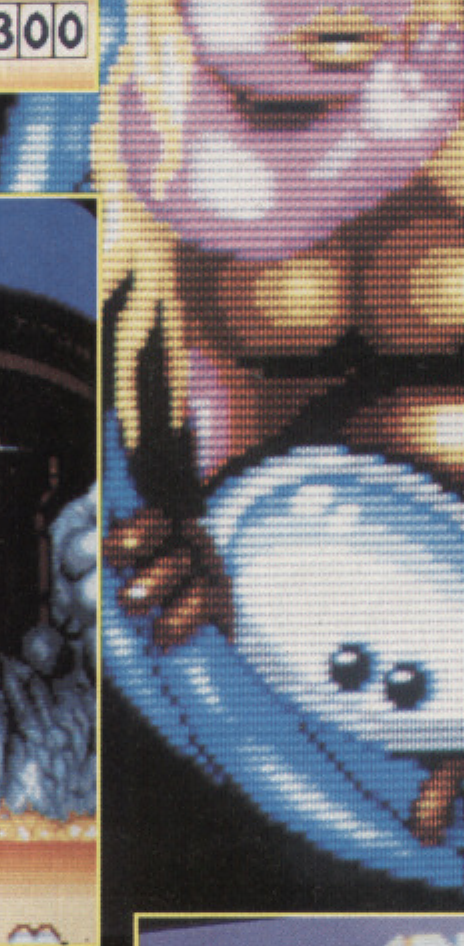


He wears a tuxedo, carries a gun, and is a hit with the girlies. The fact that he's a fish makes no difference to his espionage activities. James Pond, or Double Bubble Seven to use his code name, is on the trail of the evil Doctor Maybe whose plans for world domination threaten civilised fish everywhere. Can James thwart the intentions of the man with the cat and save the oceans of the world?

Twelve missions await the brave subaqua agent; View To a Spill, for example, pits Pond against a leaking oil platform - he gathers dynamite to blow up the legs of the platform. Of course things are never that simple, and a host of baddies lurk to do Pond some mischief. Starfish, mutated fish, crabs and squids all drain our hero's energy, and other hazards (like radioactive canisters and invisible jellyfish) have the same effect.

Each mission's objectives have to be completed within the time limit, using the warps and secret areas to gain bonus points. James carries objects into his house for other extras, including the letters that spell various words (all of which are clean!). Let's hope James is up to the job, as Pussy Galore won't turn up to help him out....

▲ Getting crabs on the first level. ▼ James, home.

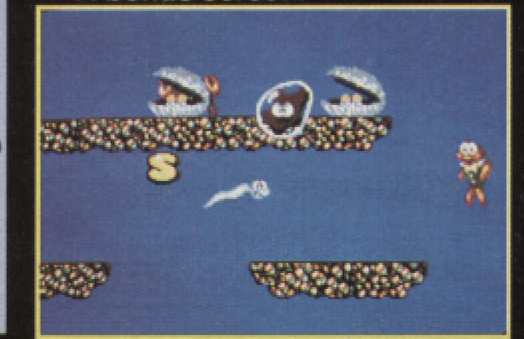


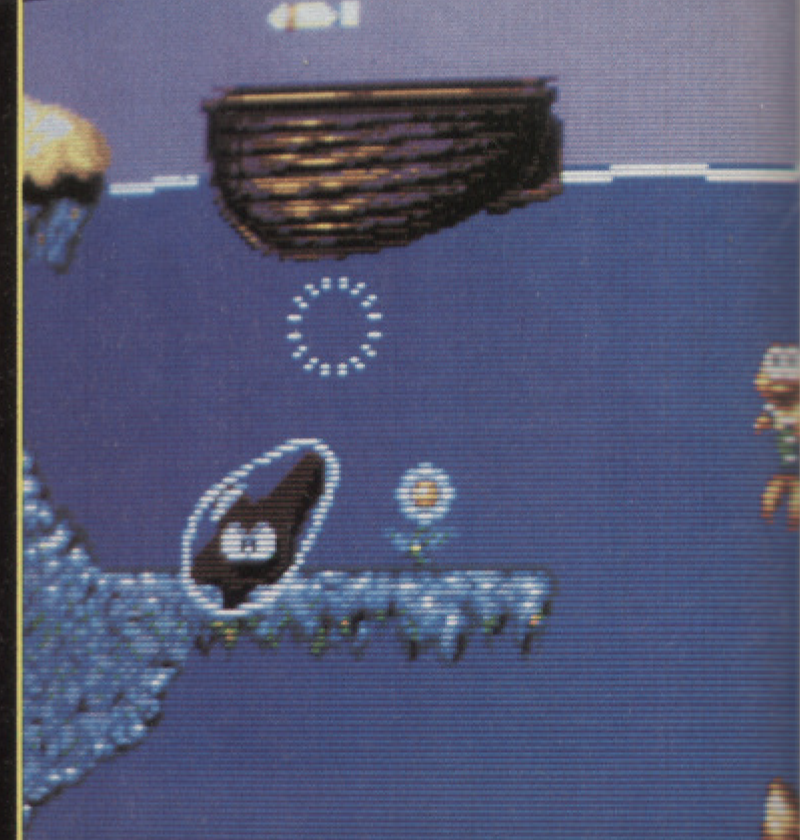


▼ Ooh a big chest.



▼ A bonus screen.

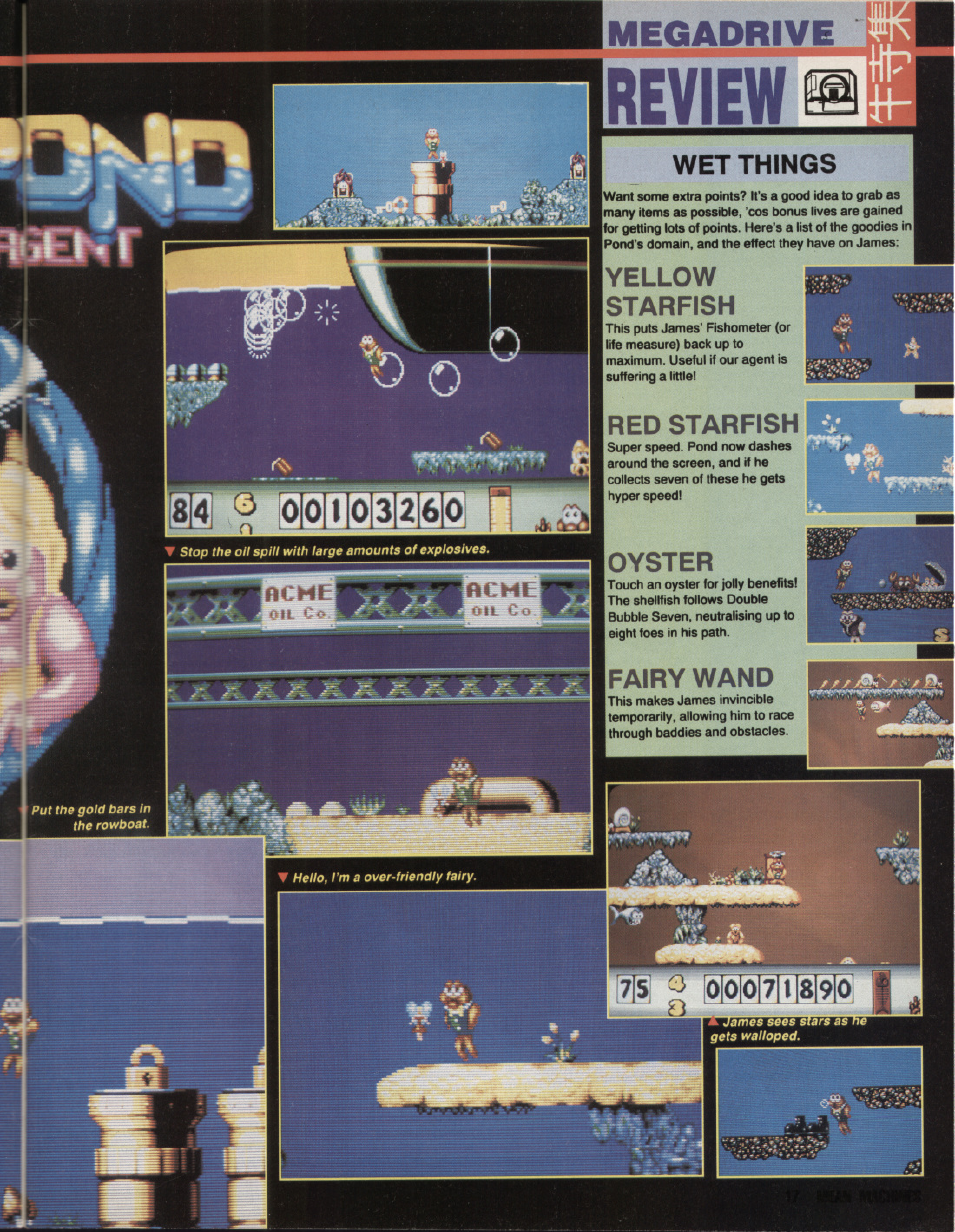




COMMENT

MATT

I like this game! An aquatic spoof of Ian Fleming's Bond is a great premise for a Megadrive product, and this is the first game developed for this console in good old Britain. It's certainly fun to play, and the main sprite is cleverly animated. However the backgrounds are bland throughout the levels, and the basic challenge never varies (it only gets slightly more difficult each time). It really needs some change of pace and play to turn it into something definitely worth buying. As it stands, it will appeal to some people but others will not be impressed by the lack of high quality 16-bit graphics and repetitive gameplay.



WET THINGS

Want some extra points? It's a good idea to grab as many items as possible, 'cos bonus lives are gained for getting lots of points. Here's a list of the goodies in Pond's domain, and the effect they have on James:

YELLOW STARFISH

This puts James' Fishometer (or life measure) back up to maximum. Useful if our agent is suffering a little!

RED STARFISH

Super speed. Pond now dashes around the screen, and if he collects seven of these he gets hyper speed!

OYSTER

Touch an oyster for jolly benefits! The shellfish follows Double Bubble Seven, neutralising up to eight foes in his path.

FAIRY WAND

This makes James invincible temporarily, allowing him to race through baddies and obstacles.

▼ Stop the oil spill with large amounts of explosives.

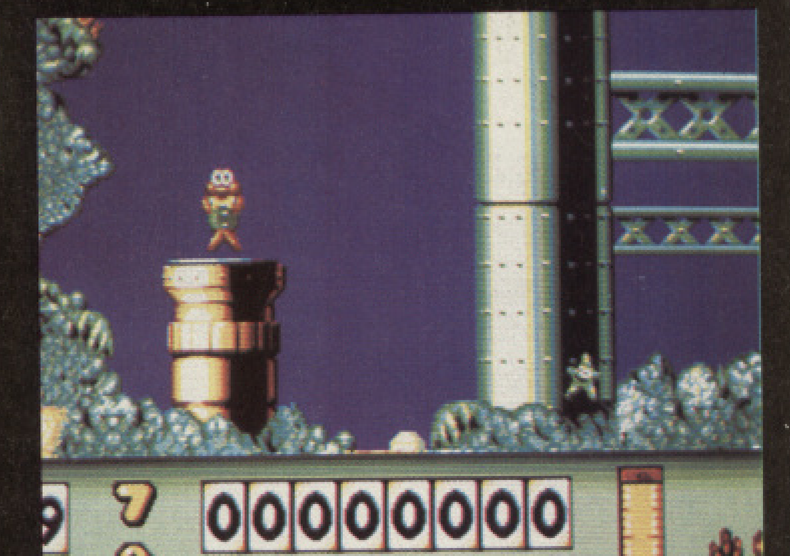
▼ Put the gold bars in the rowboat.

▼ Hello, I'm a over-friendly fairy.

▲ James sees stars as he gets walloped.

FAMOUS FISH OF OUR TIME

James Pond isn't the first famous aquatic adventurer, not by a long shot. Captain Haddock, of Tintin and Poole fame, is known to millions of school kids across the world. The Codfather series of films has been a huge success, and Al Carpone was a notorious gangster in the 'twenties. Then there's Robocod - half man, half fish, all cod. Can you think of any others? If so, send your ideas to: Oi, Fishface Competition at the usual address. The winner will get a special prize!





▲ *Smiley starfish.*





▲ *Grab points for freeing shellfish.*

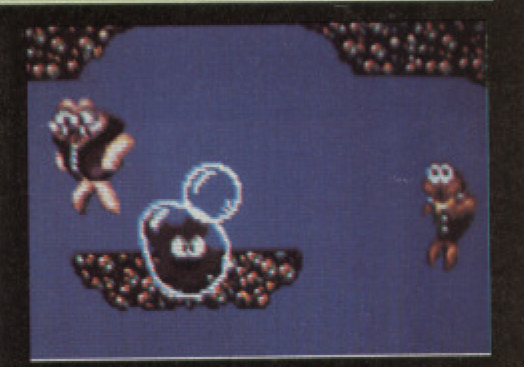
LANDING THAT FISH

Pond isn't completely limited to water. He leaps out of the sea, lake or whatever at any opportunity. In the fourth level (The Fish With The Golden Bar) James gathers gold bars and takes them to a waiting rowboat. Bonus items are often found above ground, like glue pots and hearts. However, the surface world isn't all roses and there are a number of dangers lurking overhead. Friendly storks help him out though!

COMMENT

JULIAN

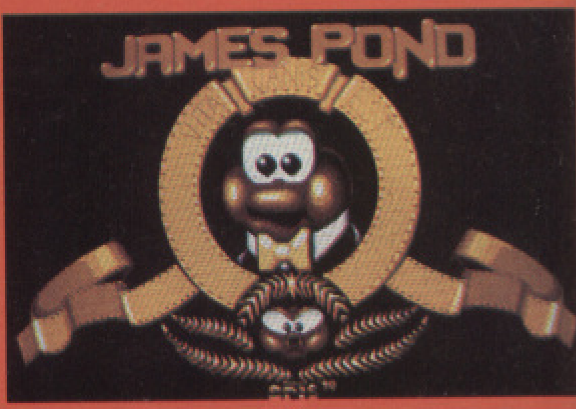
James Pond provides plenty of fun when you first start playing, but unfortunately it doesn't hold its appeal over a long period of time, due to the rather repetitive gameplay and the fact that its twelve levels aren't difficult to complete. Rushing around avoiding the nicely drawn aquatic sprites and picking up items is enjoyable, but there isn't really enough variety - some form of bonus screens where you have to do something other than collect things would have helped break up the action. As it stands James Pond is a fun game that you'll play loads when you first get it, but won't be one that you'll go back to in the coming months.



▲ *Vampire fish ahoy!*

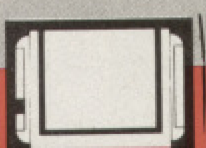


▲ *Fly with the Stork.*



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PRICE: £39.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 2
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 79%

The game starts with a movie-opening, which is nice, if not exciting.

GRAPHICS 79%

The sprites are very nice, but unfortunately the backgrounds are dull.

SOUND 73%

Again this is nothing to write home about, but is inoffensive and suits the game well.

PLAYABILITY 85%

Great fun and easy to get into, the straightforward action of James Pond is instantly enjoyable.

LASTABILITY 71%

Twelve missions confront James, but once they're beaten you won't be coming back for more.

OVERALL 79%

This is different, unusual and amusing, but ultimately lacks the depth (ho ho) to make it to the big time.

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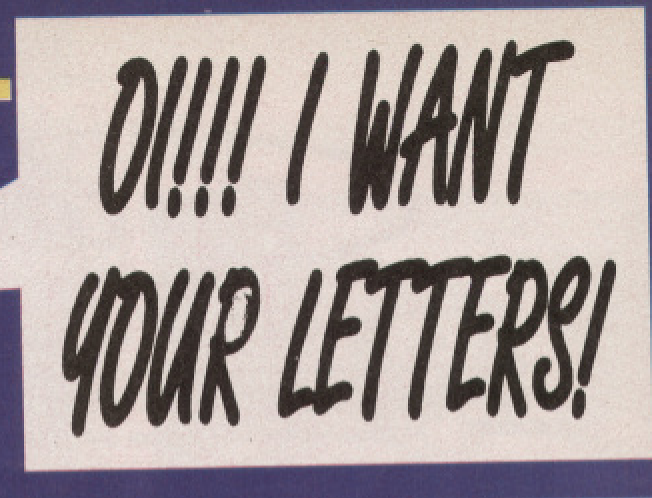
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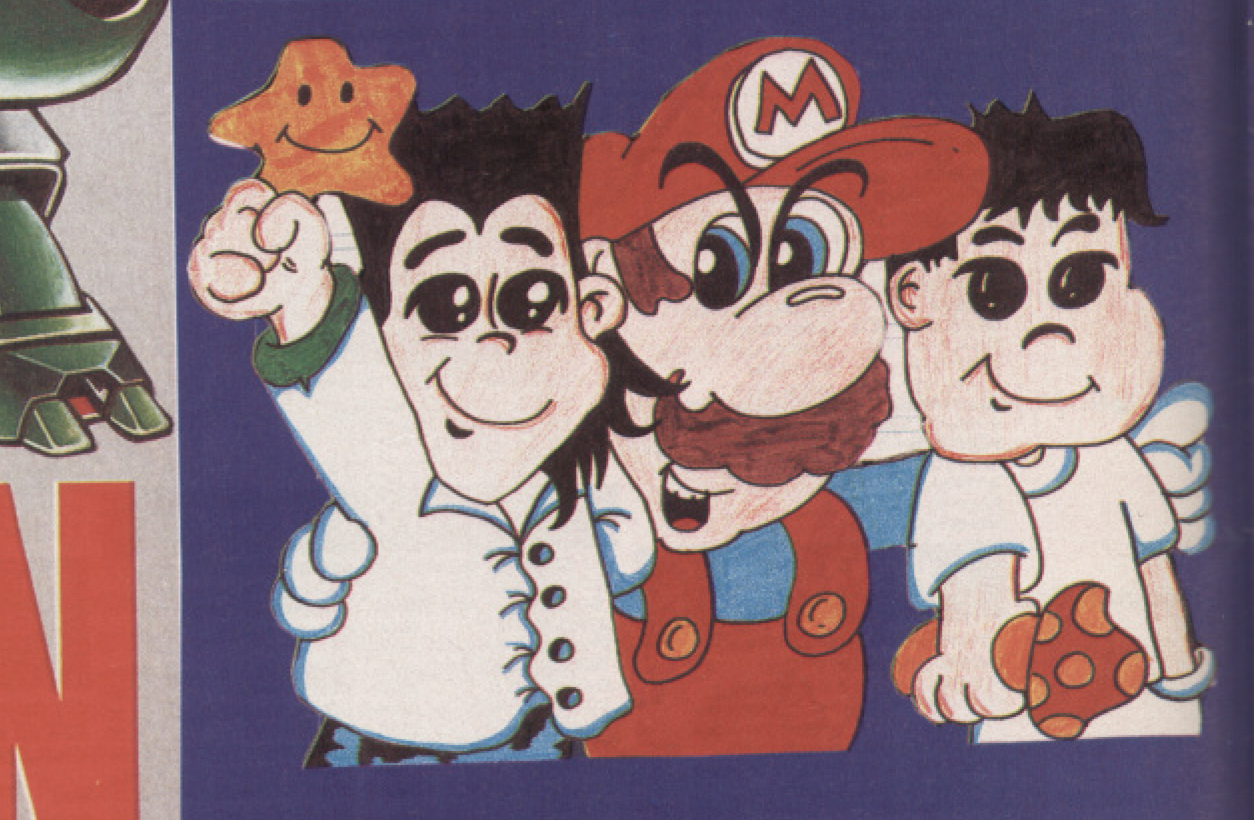
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MEAN YOB!

YOB isn't feeling very well this month - he's got Sinusitis, which means he's got a headache and a stuffy nose all the time. So you'll understand why he's a little grumpier and has an even shorter temper than usual. As ever, if you've got letters, pictures, postcards, money, toys, blank cheques - or anything entertaining - send them in to: MEAN YOB'S STUFFED-UP MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. All the best stuff gets printed, and the very best wins £150.00 worth of software. So get scribbling or you'll never win...

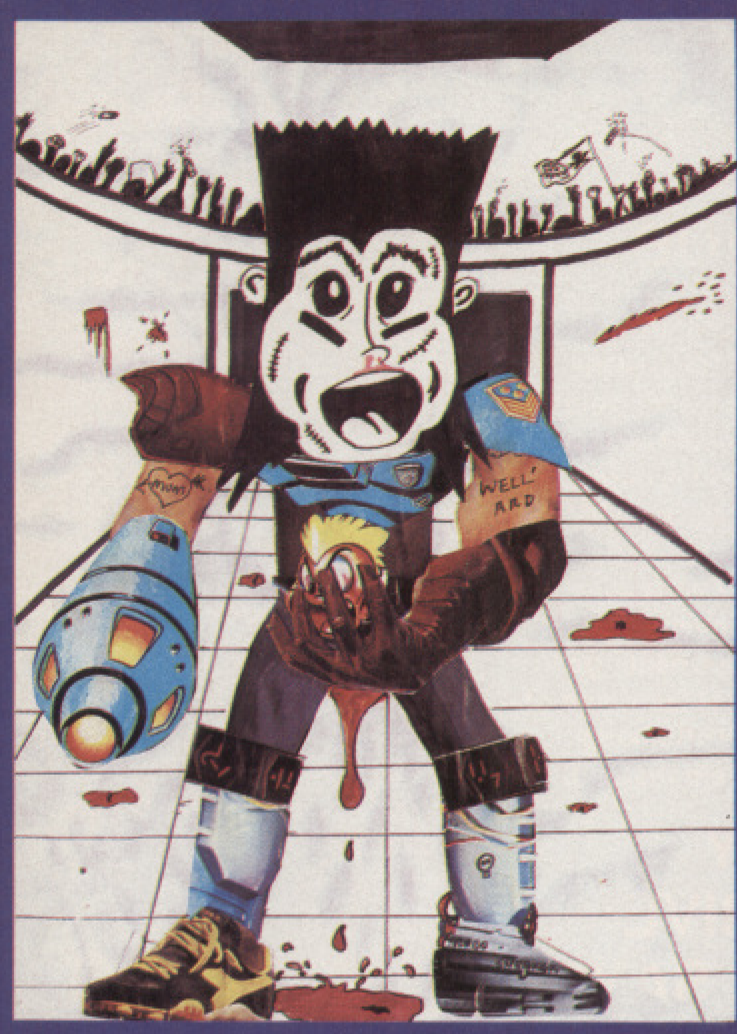


THICKO OF THE MONTH AWARD

Dear Mean YOB,

I was happily reading your ultra-groovy mag (ish no 5 if you want me to be exact) when I spotted some Final Fight tips for the Super Famicom. It read "with the aid of Gaz's paintbrush". Ha! What a load of crap! Maybe it was Gaz's paintbrush on the Final Fight illustrations, but anyone can colour previous illustrations. Especially if all you need to do is enlarge them a bit and dab a bit of colour around them. The genuine originals were first shown way back in issue 104 (July) on page 30-31 of C+VG! Gaz artist? More like a con artist, and of course I am not insulting your drawing capabilities, I think your drawings are megadocius (even better when you draw them yourself).

But anyway while we're on the subject of Final Fight you said that it wouldn't be out for the Megadrive but you were wrong because I saw Final Fight on the Megadrive at the 16-bit computer fair and it looks better than the Famicom version. The only difference being you can play simultaneously on the Megadrive, the name of the enemies are in Japanese and all the levels are there. So all your Famicom owners



▲ *Desmond Cooke sent this imaginative pic in.*



▲ *Tim James Hodges of Peterborough*

out there can go plug their lovely joypads (which don't even work) into a Spectrum.

And where are the MEAN MACHINES arcades columns?

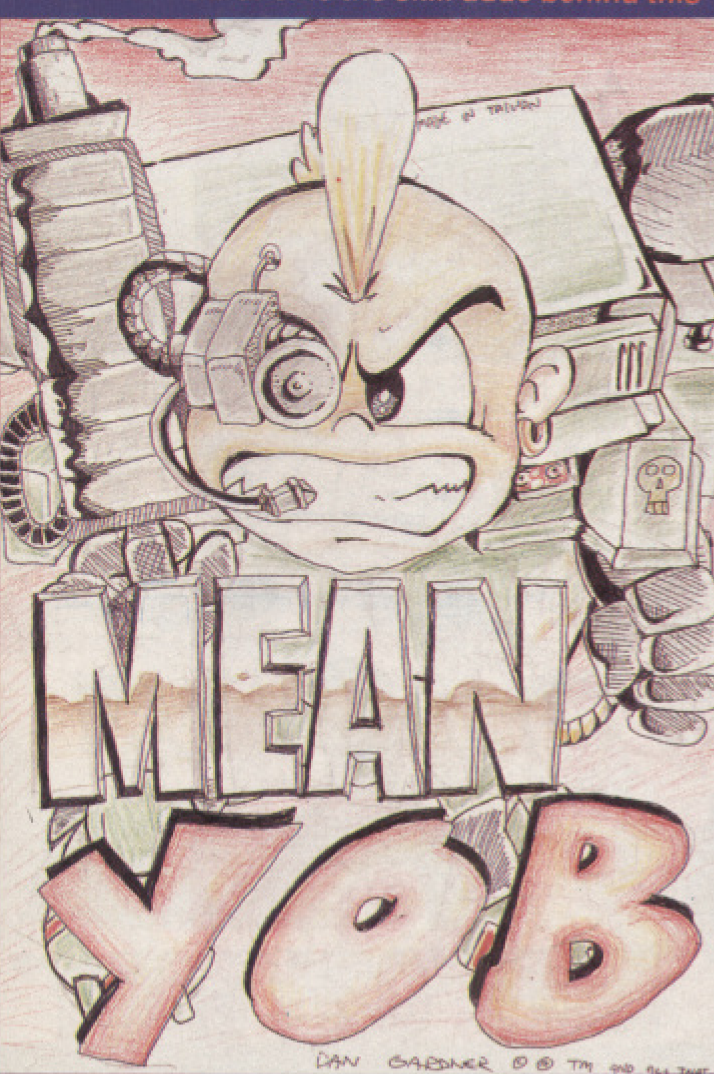
Megadrives are the best.

K Craske (KMC), Blackheath, London

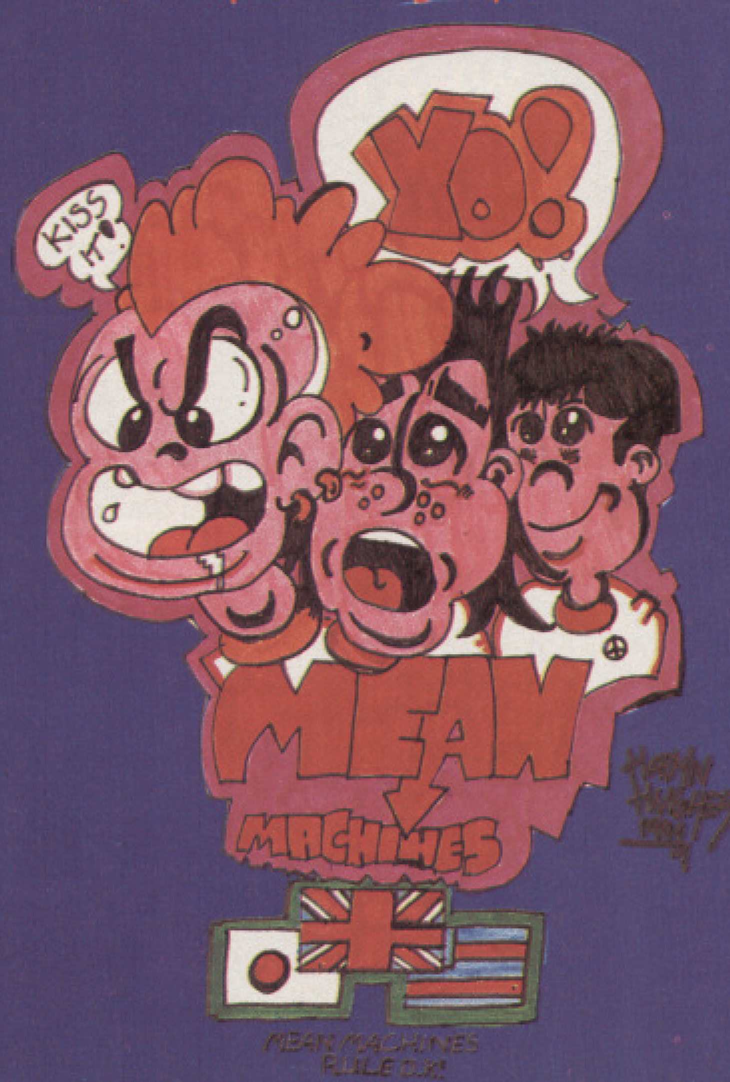
PS Oz Browne is a cool dude and well done with the Mag Jaz.

YOB: You're completely and utterly hopeless aren't you. Who do you think you did the original pictures in the first place? Leonardo Da Vinci? Georges Surat? Maybe it was Gaz? Of course it was you dopey git! He decided to colour in his original C+VG drawings (which he did a few weeks before he joined MEAN MACHINES full time) and make them a bit better for the MEAN MACHINES readers who might not have seen them before. Doh! And as for your comments about Final Fight on the Megadrive. Well, I think you're taking more than a few liberties with Lady Truth there, my deranged chum, and could get a slap in the face if you're not careful. Final Fight isn't available on the Megadrive. So go away and see if you can find your marbles before I get annoyed.

▼ *Dan Gardner is the skill dude behind this*



▼ *Cheers to Haydn Hughes from Wolverhampton for this great pic.*



SNOW JOKE

Dear YOB

Fancy it snowing in February! But then again it usually does.

Gareth Williams, Abergavenny, S Wales

PS It once snowed in April and I was deeply shocked.

YOB: Well, if you ever wondered how exciting and hectic a Welshman's life can be, here's the answer.

BEND IT, SHAPE IT, STICK IT WHERE YOU WANT IT...

Dear YOB,

For Crimbo my dad bought me a Japanese megadrive and one cartridge - an imported Golden Axe. I couldn't read the instruction book. But MEAN MACHINES did a great review, so I knew what I was doing when I played it.

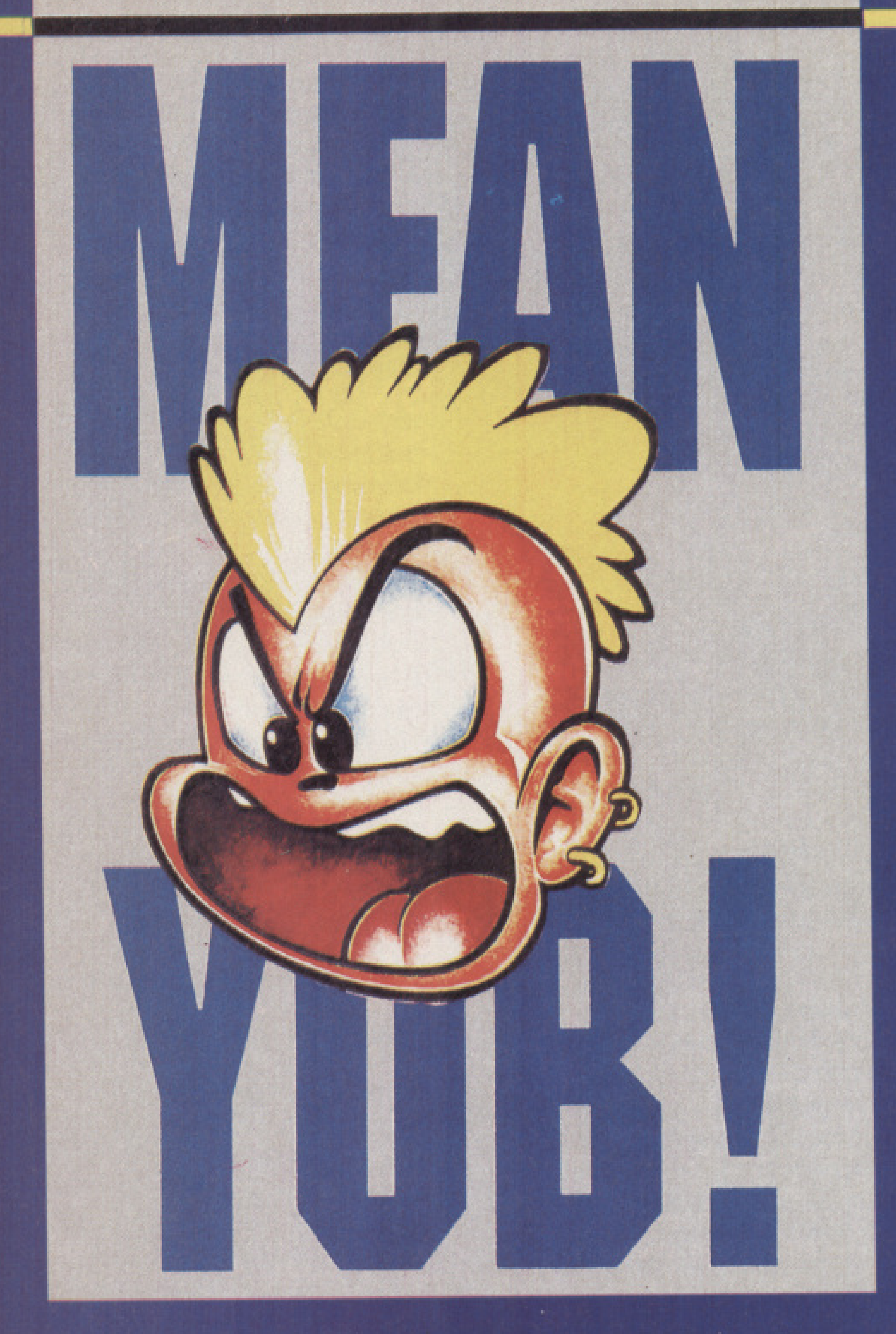
After being told my Megadrive would play UK carts my next game was a UK cart. Slotted it in, fabuloso dude - and I could read the instruction book.

But at Crimbo time there wasn't many UK carts released. So my Dad said get a Genesis cart - latest games and instructions in English.

So now I had three games all from different countries. Looking at the bottom of the carts I noticed the Japanese was oblong but the UK Genesis were mushroom shaped. Does this mean Genesis and UK megadrives are the same. And can official UK Megadrive owners play imported Genesis carts.

Sean Bailey, Smallthorne, Stoke On Trent

YOB: I believe that American and UK cartridges are the same shape - although I'm not sure whether or not they're compatible with UK machines without using an adaptor.



GAMEBOY RELIABILITY

Dear Mean YOB,
For my birthday in a few weeks time I am hoping to get a Gameboy. But my Dad reckons that they're naff and that they will break down after a month or so. Is this true? (hopefully not).
Alan Watts, Northampton
YOB: Jaz has had his Gameboy the longest in the office - it's nearly two years old (it was the second Gameboy to be imported into the country). It has been to France, Florida, San Francisco, all around Great Britain and gets taken to and from work every morning and has never once broken down. So tell your dear papa to stop being a mean git and give you the readies to buy the machine. And I bet you that once you've got it he'll have one go of Tetris and get hooked - most parents do...

TURTLES OUT... WHAT'S IN?

Dearest Mean YOBBO,
What a skill mag eh? I must congratulate you on such a good read!

Anyway, down to business and I want to know a question that's been on everyone's lips at my school, I am hopefully getting an NES later on this year, and I was wondering, seeing as the Turtles are going rather sadly out, and the game going down in the charts, if Nintendo might be issuing another free game with the machine, instead of Turtles. And if so, what?

Yours wondering,
Luke Fraser, Richmond, Surrey
I'm sure that Nintendo have got all sorts of wonderful offers and packages lined up for this year - but they won't tell us about them yet. However, recently in Germany they released a bargain "Super Pak" which has an NES, a light gun, Tetris, Super Mario Bros and Duck Hunt. So that gives you some idea of what to expect.

YOB vs JOB

Dear YOB
Have you ever thought about doing a "Challenge". One of the reviewers against a reader. And if the reader wins he could receive one, or two games of his or her choice, I'm best at Monaco GP. I bet I could beat you all.
Job Ward, Burnley, Lancashire
YOB: Oh, yeah? Anyway, it's C+VG's job to do a Challenge - you'll usually find at least one of the MEAN MACHINES taking part, so write to them instead.

MEND MY MEGADRIVE MANIAC, SAYS MUM!

Dear Magnificent Mean YOB (creep creep),
Once upon a time I had a very quiet, normal, sane, patient son, but now, thanks to you and your magazine, I have a very mean, crazy, wild, hassling Megadrive addict!!!

As it is your fault, I think it is only fair that you own up to your responsibilities and help me out of this situation!

Just to get some peace and quiet (fat chance!!!) I bought him this little toy for Christmas and since then he has gone through Ghostbusters, Shadow Dancer, Thunderforce III, Golden Axe, Super Shinobi, Alex Kidd and Mickey Mouse. The only one which he is still struggling on is Ghouls and Ghosts.

I know the games have levels of difficulty but he is so impatient to crack the game he never starts on the hardest level, and then when he has beaten it, it loses it's appeal. So please, please, please, can you suggest a difficult platform/beat 'em up/arcade game that will take longer than two days to crack? Otherwise I will end up in the bankruptcy courts or the asylum or both!

How old is the Mean Machines Players I hear you ask, 18, 15, 12? nope he's just 9 and whether he reaches 10 is up to you!!! Not so long ago he wanted to be a Jet Pilot (don't all little boys?) but not anymore, oh no, now his sole purpose in life is to work on your mag reviewing all the games! Well, there's no comparison is there?

You finally know that you have lost your little boy forever when he starts cuddling his Mean Machines magazine in bed instead of his Teddy Bear.

Yours in desperation.
Kathy Gill, Horsfortt, Leeds
PS Correction - Ghouls 'n' Ghosts now bites the dust along with the others!

YOB: We at MEAN MACHINES cannot accept responsibility for any mental illness or disfunction which is induced in the reader either by reading the magazine (highly likely) or playing Megadrive games (also highly likely). Your lad sounds like a gamesplayer of cosmic proportions, but are you sure he's playing them all on the hardest level? That's the real challenge for a REAL gamesplayer!



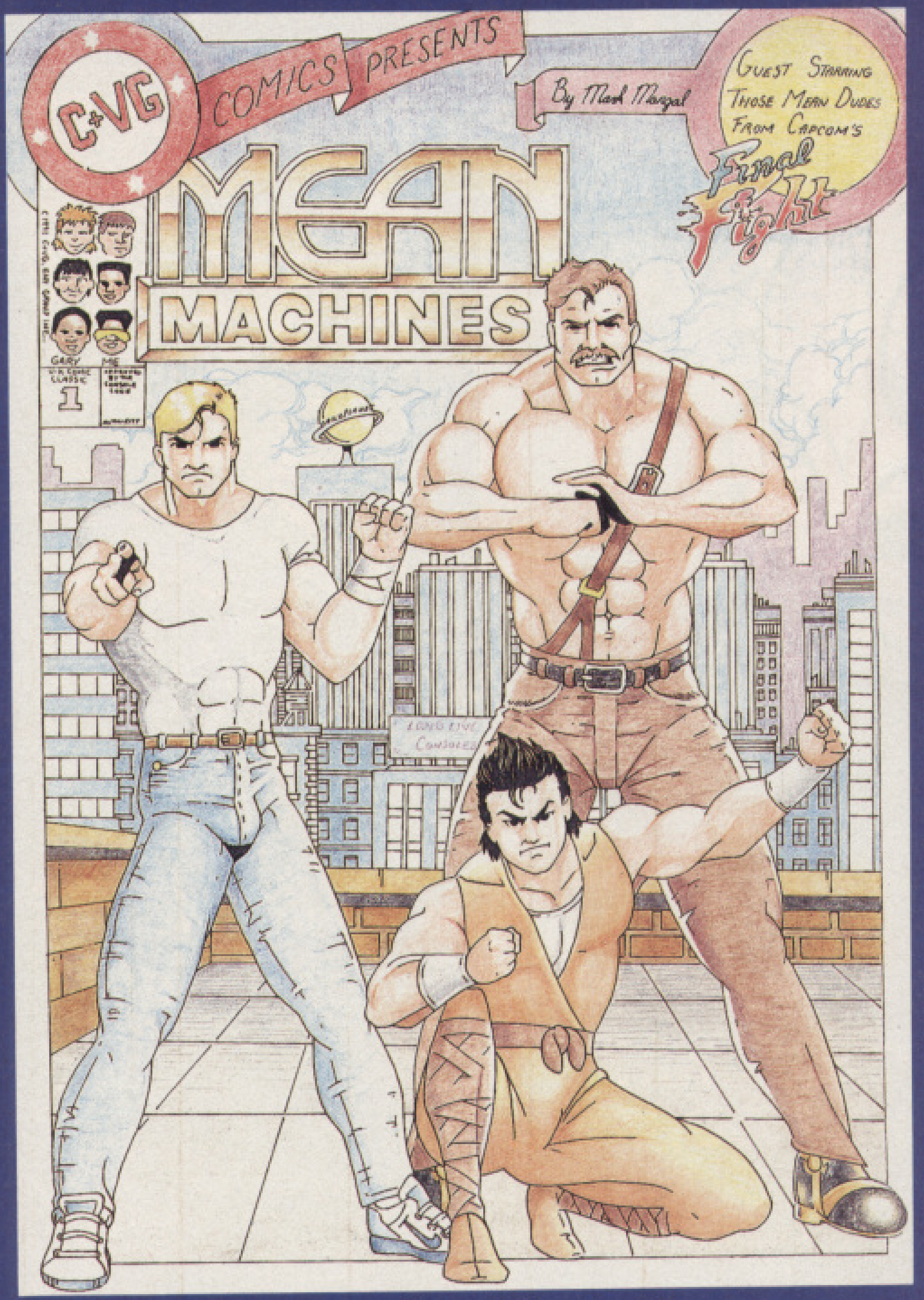
Brian Hayes of London E5 did this great pic.

TOPPER TURTLES TEASER

Dear YOB,
I completed Teenage Mutant Hero Turtles on the Nintendo at 9.00 27/02/91. Am I the first? To prove it, I'll tell you what happens. There is a picture of Splinter and beside it there's writing praising you and saying that Splinter can now change back to human form. You see Splinter changing on screen and then a picture of April comes on, she says 'you are great' etc and then in white letters on a black screen it says 'The adventure of the Teenage Mutant Hero Turtles in concluded' Am I brilliant or what? Oh by the way. my high score on Turtles is 286,7000.
Bye!
Andrew Gould, Bitterne, Southampton
YOB: "Am I the first"! Whaddayamean, "Am I the first"? Actually I don't know whether you are or not, but, seeing as the game has been out for ages both in the USA and Europe, I reckon zillions of people must have finished it before you. Sorry, but, y'know, I don't really care.

NOT THE STAR LETTER

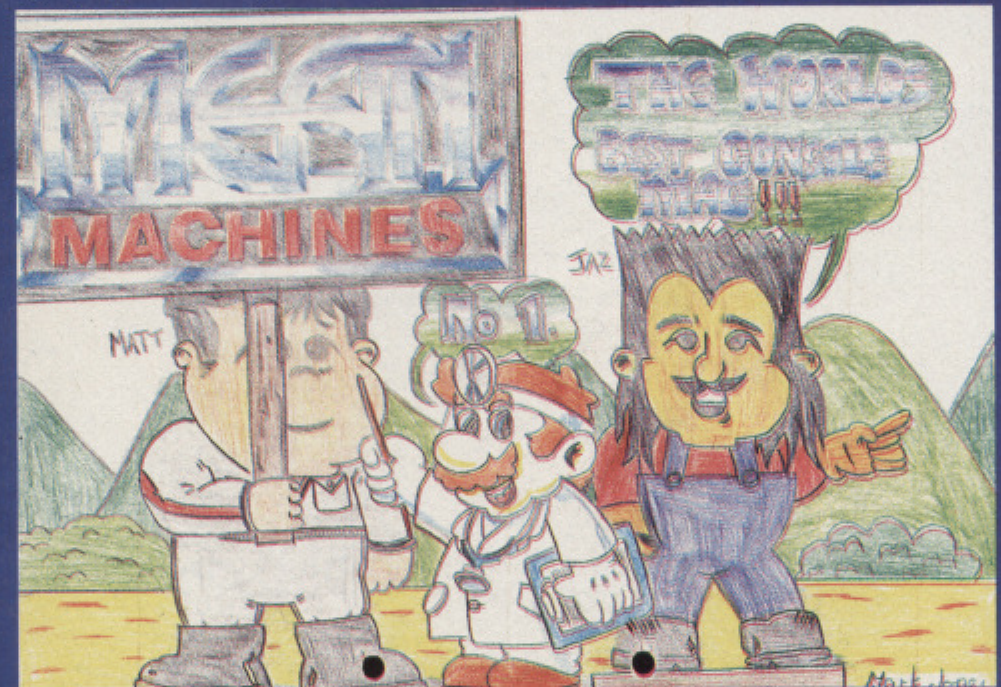
Dear YOB,
Please don't make this the star letter. Yes, but then you would think that I was trying to make you think that I wanted the Star Letter by trying to outwit you. Yes, but then you would think that I would want you to think that I wanted to think that I didn't want the Star Letter then you would think that you would know that I was trying to fool you by saying, I didn't want the letter and then thinking I did really but I wouldn't really think that you would think that I would think that you couldn't think I wanted it. Then again you could think that I didn't want the Star Letter by making you think I did want it when I really didn't, then you would think I did, but really was thinking that I did but you thought I didn't, then I did want it.
Justin Payne, Wisbech, Cambs
YOB: I think that you don't think that I think that you're a driveling imbecile. But I think that if you think that I think otherwise, you're completely wrong.



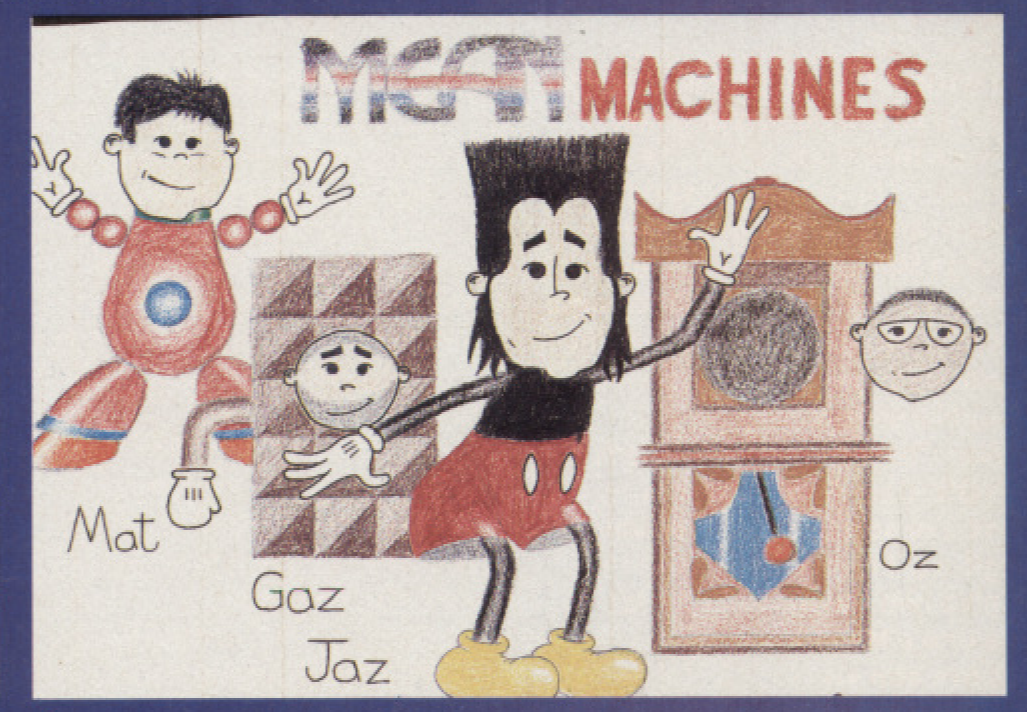
▲ *This stunner is from Mark Mangal of London E3.*

STUPE, STUPE, STUPID PILLOCKS

Dear Mean YOB,
In October '90 I bought a Megadrive and was very pleased with the machine and I am a very proud owner. However two of my friends disagree. These two both own Amigas and they keep on that the Megadrive is crap. We used to argue but they were frustrated when another two friends bought Megadrives and they stepped up their anti-Megadrive campaign. Now recently the Super Famicom has come into the magazines they have made a point of telling me they think it is better and will wipe out the Megadrive. They have even gone so far as to make a song up that goes "Supe, Supe, Super Famicom." I agree that the Famicom is a very hot machine but I don't see how this makes the Megadrive crap and believe that Megadrive will stand out for years to come with great games like John Madden Football and Mickey Mouse. Please, please put them right as I am p***ed off.
Paul Davies, Pontyclun, Mid Glamorgan
YOB: If the best taunt they can think up consists of the words, "Supe, Supe, Super Famicom" I



▲ *Cheers to Mark Jones of Blackpool for this!*



▲ *Raymond Longbottom is the artise supremo*



don't think I'm qualified to "put them right" as you say. Don't they realise that psychiatric care can be received on the National Health?

WHINING BLEEDAH

Dear YOB,
I have read all of your issues for the past five months and I was wondering if you will do me a small favour. I have been nagging my Mum and Dad into getting me a Sega Megadrive for ages and I was wondering if you will convince them into getting one for me. Oh, I almost forgot congratulations on such a brilliant mag.
Ben Cooper, Newcastle, Staffs
YOB: Dear Ben's Parents,
You're son is a Grade A whining git, so if I were you I wouldn't give him the time of day, let alone a Megadrive.
Love and kisses,
YOB.

IF HE ONLY HAD A BRAIN...

Dear Mean YOB,
May I say how impressed I am that you have that World famous footballer "Jazza" writing for you. Will he still do so when he leaves Tottenham and goes to Italy? And if so will he write in Italian.

The name Oz Brown is in fact a cunningly disguised reference to that action-packed film 'The Wizard of Oz'. Also the yellow brick road was featured in this block buster. Yellow is a colour as is Brown. Can it really be true? Is Dorothy drawing for Mean Machines?

And now I come to think of it Matt was in that highly talented pop group "Bros". The perfectly groomed hair (ha ha!), the ripped jeans, the screams of terror from teenage girls. The spitting image.

So, is Gary Harrod really Luke, the other hunky member of that chart topping band? Possibly, but more likely he's Freddie Krueger with a toupee.

I also have my suspicions that you, yes, Mean YOB, are in fact Mr T who else would be stupid enough to have a haircut like that! Merely a coincidence I think not.

Yours hopefully
Paul Wootten, Dursley, Glos
YOB: I dunno about the rest, but I think you could be right about Oz. When deadlines are closing in, he's often seen, eyes closed, tapping his heels together and saying, "There's no place like home! There's NO place like home!" That would also explain why he keeps patting Gary on the head and calling him Toto. Best call an ambulance, someone.

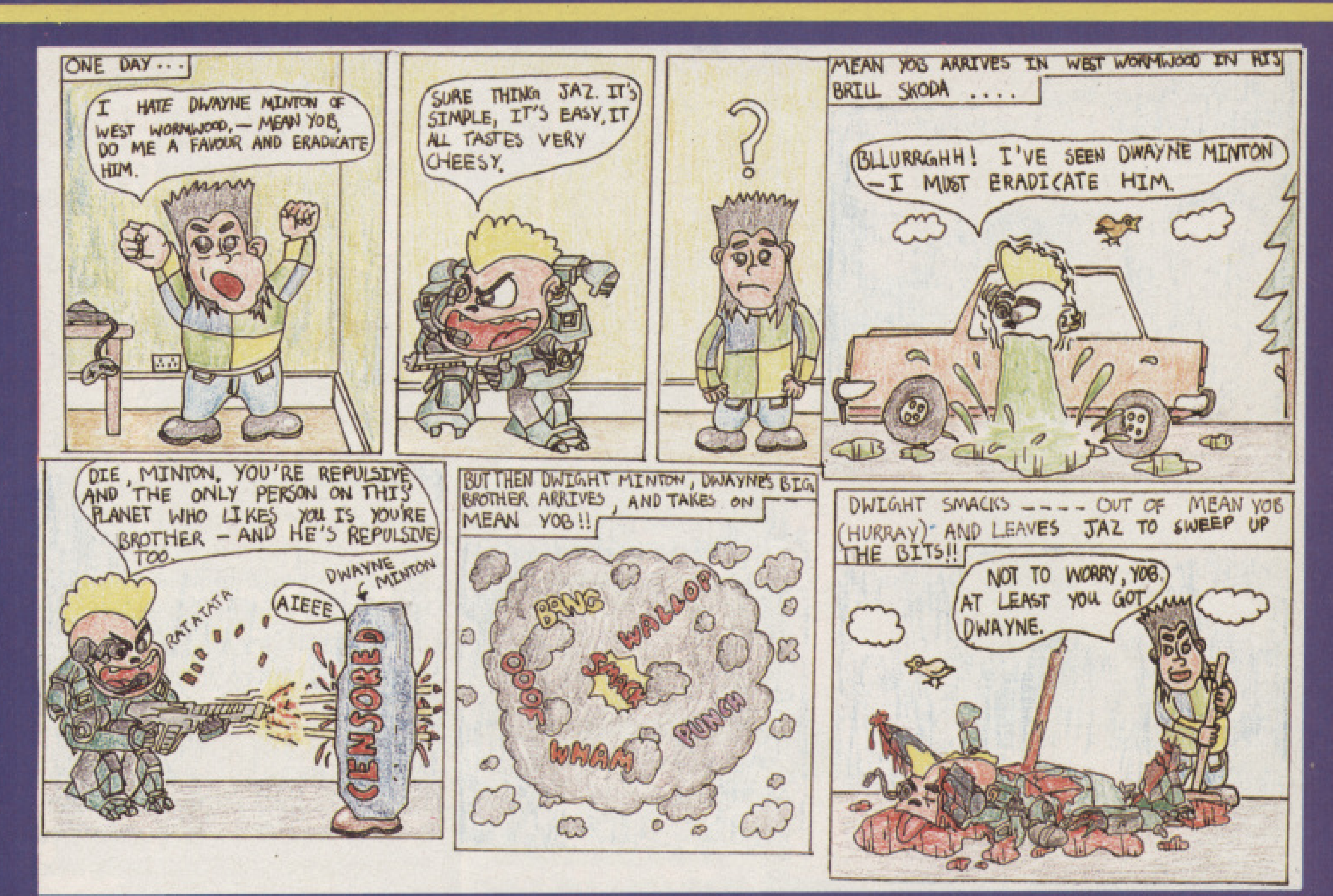
▲ *Gary Mangal of London E3 drew this magical pic.*

CONNECTABLE COIN-OP CAPERS

Dear YOB,
First of all let me congratulate you and your freaky (TOO TRUE - YOB) friends for putting together such a super console mag.



▲ *Mark Stanford's stunning painting was inspired by an old ZZAP! 64 cover.*



▲ *Excellent cartoonery from J Revely of Hamstead Marshall.*

My question comes more in the form of an idea. How about a coin-op attachment for consoles, which instead of just pressing a button to begin a game you slot in coins, similar to an arcade machine. This would be a neat little gadget which attaches to one side of the console. This would allow you to gain profit from your console when all your chums come round. Thanks for listening and keep up the good work.
Robert Sheppard, Monmouth, Gwent
YOB: I don't need any hardware attachments to gain profits when my "chums" come round! I just grab my "chums" by the ankles, hold them upside down and shake. Works for me.

HE WOULDN'T LET IT LIE EITHER!

Dear YOB,
I am just writing to let you know that if that git who likes to call himself "Man with the Stick" and "Graham Lister" comes out with one more Vic Reeves comment, I am going to personally track him down and burn him alive. He seems to me like one of the trendies who's seen one programme and has decided to jump on the bandwagon.

Please print this letter as a warning to this sad and lonely character.
Titch and Beancy, Wakefield
PS Does Jaz work in the Wakefield branch of Microbyte as we saw him the other week.
YOB: I asked Jaz about Wakefield and Microbyte and he said something that it would be pointless to repeat because he wouldn't let me print it. So it would seem you didn't see him - YOU LYING GET!
By the way, that was MY idea.

RAMPAGE RAMBLINGS

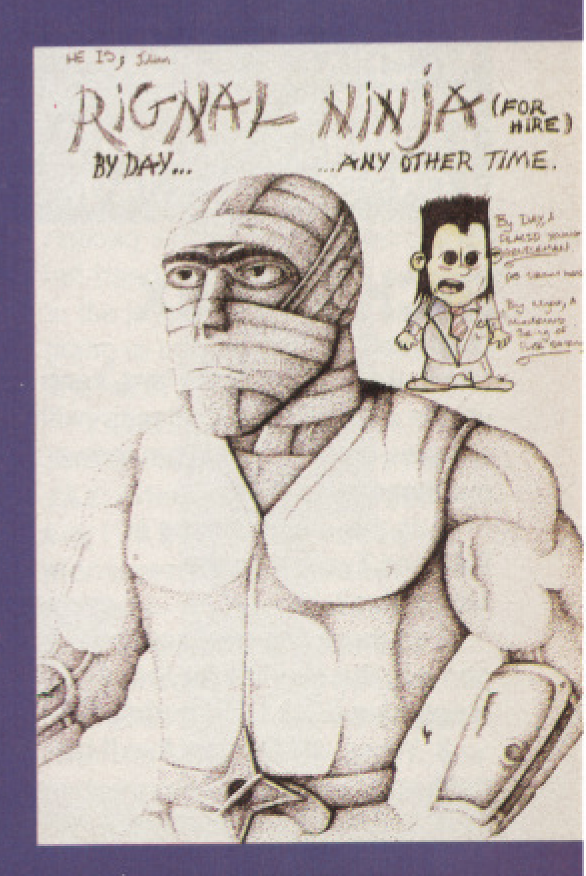
Dear YOB,
I am writing this letter with my left hand due to the fact that I have stabbed myself repeatedly in the right hand with a pair of blunt scissors and rubbed salt into the open wounds. Why? I hear you cry (OK so maybe I don't seeing as I sliced off both my ears and fried them in a light butter and garlic sauce until crisp and golden brown).

Well, I'll tell you why (not by mouth of course. I stitched it up with a thick red yarn).

The reason is that I am sick and tired of waiting for Rampage to be released onto the Megadrive. My friend said that it was coming out ages ago and that he read it in your mag.

If he was lying, what should I do to him?

And is Rampage being released?
Daniel Toporowski, Sutton-In-Ash, Notts
YOB: There are no plans for Rampage on the Megadrive so I think the best thing you can do to your friend is make him change his surname to yours. If you really want to play Rampage on the Megadrive you'll have to buy a Power Base converter and the Master System version (which wasn't bad if you like that sort of thing).





Wowweee! I've had a zillion questions this month, but I've only got three pages to fit them all in. If your question hasn't been answered, don't give up! Maybe next month I'll be able to squeeze it in - or maybe you'll have a new set of queries by then?
Send your questions - any questions - to the great genius Jaz at: JAZZA'S MARVELLOUS Q+A CLINIC, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

PICK 'N' MIX

Dear Jaz,
I think the mag is totally 'ard, keep up the excellent work. Please (with cherries on top) could you answer me these questions.

1 Is there any chance of Railroad Tycoon on the Megadrive?

2 Is there any new soccer game in the pipeline for the Megadrive (Kick Off II perhaps)?

3 When will Golden Axe II be out?

4 Is the Super Famicom technically a lot better than the Megadrive, or just marginally?

5 Is it possible for me to get hold of MEAN MACHINES Issue 0?

6 Will there ever be a memory upgrade available for the Megadrive?

Sorry to bundle you with all these questions.
Darren Bridger, Worthing W Sussex

JAZ: I'd personally love to see Railroad Tycoon on the Megadrive - it was one of my favourite games of last year - but it unfortunately won't be appearing on anything other than computer systems. I'm not aware of anything happening at the moment on the soccer game front, but rest assured, as soon as we know anything we'll tell you. Golden Axe won't be out until November - we'll have more news about it later on this year. The Super Famicom is technically a lot better than the Megadrive. As I keep saying, the going rate for the ultra-rare MEAN MACHINES issue 0 is £50.00. There are only a few in existence and I have most of them (hee hee hee). With up to 8-meg capability on ROM, the Megadrive doesn't need a memory expansion.

MORE ABOUT FOOTBALL

Dear Jaz,
I've played this great football game in the arcades called EURO FOOTBALL CHAMP by Taito and was wondering if it is to be converted to the Megadrive? Also, is it true that Lemmings is coming out on the Megadrive and Gameboy later this year?

Yours faithfully,
Craig Nightingale, Sheffield

JAZ: As I said above, there aren't any Megadrive football games in development at the moment! Perhaps one day an astute software development person out there will realise that there's a massive potential market for a Megadrive soccer game? I hope so. Lastly, you're correct about Lemmings. There will be Megadrive, Gameboy and Nintendo versions out early next year.

WHERE'S THE POPULOUS REVIEW

Dear Jaz,
How come you haven't reviewed Populous yet? In the preview in Issue 5 you said it would be out in March; you should have reviewed it be now, so please review it in this issue. Thank you.
James Grist, Holmfirth, W Yorkshire

JAZ: We haven't reviewed Populous yet because it isn't finished. Just because we say it should be out in March doesn't mean it's a certainty - software houses change their release dates around all the time, and there's nothing we can do about it. As we're going to press, the release date has been changed again to July, so we should be reviewing it either in the next issue, or the one after, depending on when the programmers actually finish the game.

RUBBISH GAME, MATE

Dear Jaz,
I am considering getting a portable console. I saw an advert for the GaMate from Cheetah (the so-called "hottest and cheapest Gameboy contender"). Well could you please tell me:

A) Are they any good?

B) Are game cards as good as cartridges?

C) Will you do reviews for the GaMate?

Hamish Summers, Macduff, Scotland

JAZ: No, I think GaMate is complete and utter rubbish and you shouldn't touch it with a ten-foot barge pole. Game cards are simply different-shaped cartridges, (just like you get different shaped calculators). However, the games on these cartridges are hopeless. We won't be doing any Game Mate reviews - this is a Sega and Nintendo mag only.

SOME NICE 'N' EASY QUESTIONS

Dear Jaz,
I am very happy 'cause I have a Master System, but could you answer these questions please;

1. What percentage did World Soccer get in Issue 0 of MEAN MACHINES? And what are your views of it?

2. What is your favourite all-time Master System game?

3. What do you think of The Ninja on the Master System?

I hope you answer question 1 because I'm thinking of getting it.
Philip Sheppard, Bourne, Lincolnshire

JAZ: World Soccer got 87% when it was reviewed in MEAN MACHINES issue 0. California Games is my all-time favourite sports game, Psycho Fox is top of the list in my best platform game book, Wonderboy III gets Jazza's numero uno all-time best Sega arcade adventure accolade and R-Type wins the Rignall Seal of Approval in the shoot 'em up category. I think Ninja is a pretty neat game and is well worth taking a look at.

A VERITABLE MIXED BAG

Jaz,
Here's a few fundamental questions:

1 What's the best way to use a joypad?

2 When was the Nintendo first released?

3 What machine do programmers use to program

Nintendo games?

4 Do you think "The Simpsons" has gone stale?

Des Thorpe, Dun Leary, Eire

JAZ: There are two ways to use a joypad - the "all thumbs method" where you use your thumbs to operate the direction and fire buttons, and the rarer and more-difficult-to-master "piano method" where you use your first and second fingers to control the direction and fire buttons. Basically, just keep practicing until you find the method you're comfortable with. The Nintendo - or Famicom as it's called in Japan - was first released in 1983. You need a special development kit to program on the Nintendo, and only Nintendo supply it. And finally, I think the Simpsons are brill.

GIGADRIVE QUESTIONS ALREADY - AAAGH

Dear Jaz,

I have recently bought a UK Megadrive and I have four games for it at the moment. They are: Altered Beast, Revenge of Shinobi, Ghouls 'n' Ghosts and the rubbish Last Battle. I am thinking about selling it for the possible Sega Arcade System (Gigadrive).

Please, please could you these questions for me:

1 Is the Sega Arcade System actually coming out?

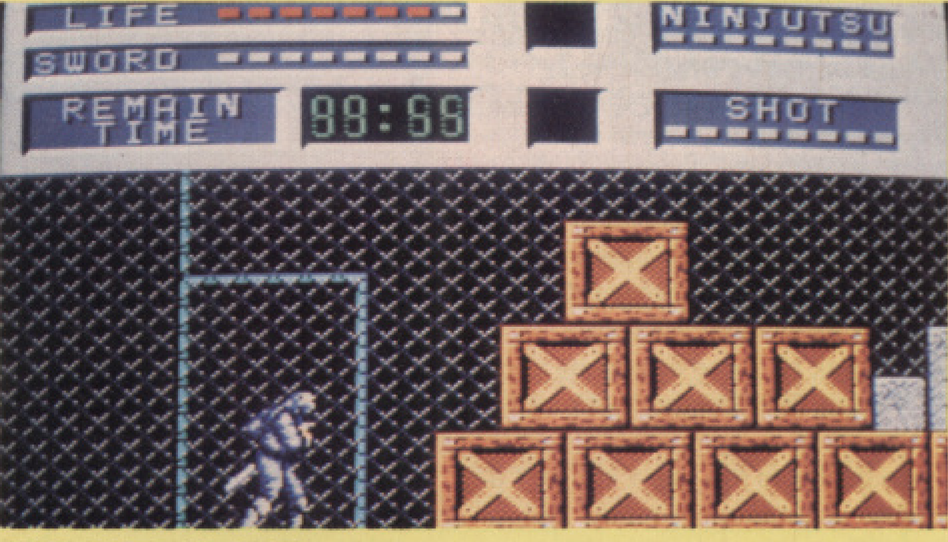
2 If it is, do you think it will be a great success and better than the Megadrive and Famicom?

3 Would it be Japanese or a UK version?

Thanks for your time. MEAN MACHINES is incredibly brilliant.

Oliver Godber, Hildenborough, Kent

JAZ: Yes - the System will be released in Japan in December. I doubt whether it'll be more successful than the Super Famicom - Nintendo have already sold 1.4 million machines and are currently selling over 200,000 a month. That's not to say that it won't be a good machine, though.



SORT OUT SHINOBI

Dear Jazza,

I have some irritating questions for you.

1 Is Shadow Dancer the sequel to Revenge of Shinobi?

2 Does Cyber Shinobi come after Shinobi or is it Revenge of Shinobi that comes after Shinobi?

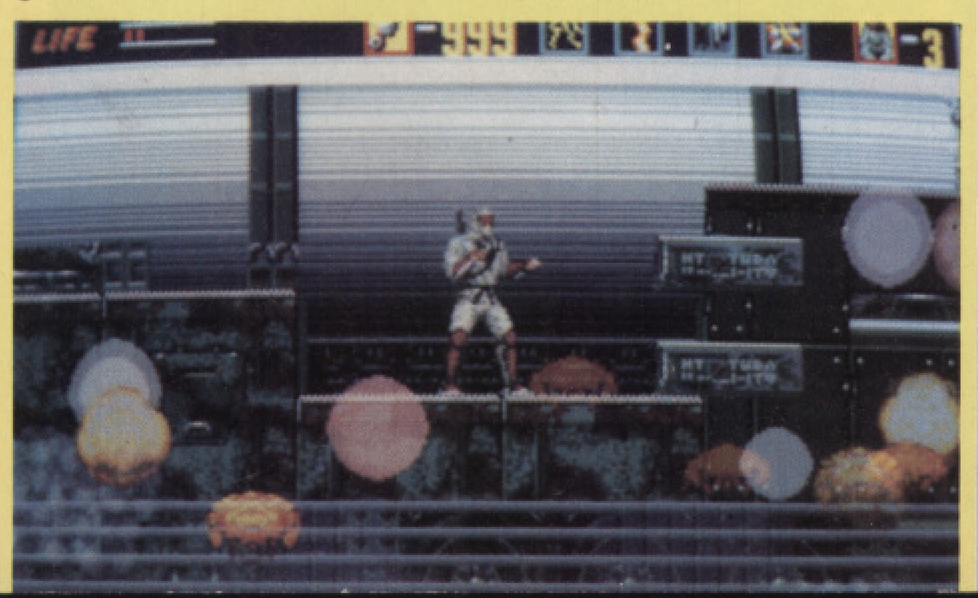
3 If Shadow Dancer is not the sequel to Revenge of Shinobi, does Shadow Dancer have anything to do with the Shinobi games?

4 Could you put the games in order eg Shinobi, then the sequel, then the sequel to that, etc.

Thanks a lot from the best Megadrive player.

Mat Kivens, St Helens, Merseyside

JAZ: Why didn't you just ask me just one question - what is the order of the Shinobi games - rather than asking me the same thing four times. Anyway, all the games star Joe Musashi, and their order is: Shinobi, Revenge of Shinobi, Shadow Dancer and Cyber Shinobi.



CAMBRIDGE A DUMP?

Dear Jaz,

I'm stuck. Around where I live there is nowhere where I can buy Megadrive games. My town is a dump and I think I'm the only person there who likes computer games. So please help me by telling me where I can buy or order games without going miles to get them.

Brian Hill, Cambridge

JAZ: I bet your parents love you! Don't be a miserable old git - Cambridge is a nice place. Check out the mail order ads - there are loads of places where you can buy stuff from.

MONITOR HASSLES

Dear Jaz,

I have recently had a Japanese Megadrive bought for me and I was wondering if you could use a Philips CM8833 monitor (or any other monitor for that matter) if I buy a SCART lead for my PAL Megadrive.

Also I would like to know if you can use a British Power Base Converter on the Japanese Megadrive as there are some good Sega games on the market and I want to play a decent footy game (Megadrive World Cup Italia '90 is crap!).

My third and final question; is Midnight Resistance any good on the Megadrive because it's wicked on the Arcade and the Speccy. Please can you either review it or tell me if it's good or not.

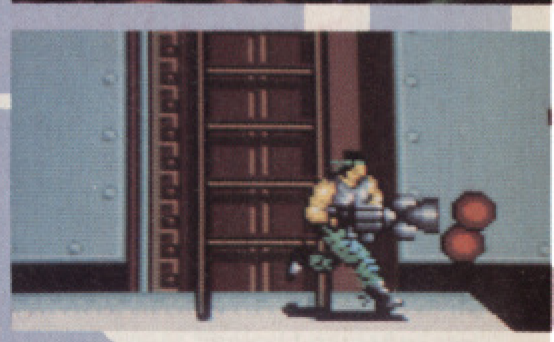
Your desperately,

Andrew Naylor, Beaston Rylands, Notts

JAZ: Get yourself a SCART lead and you'll be able to connect your Megadrive to your monitor - we have the same monitors in our office! You'll have no problems with the Power Base converter - as long as your machine has been modified to take British cartridges, it'll take a British Power Base converter. If you want to know more about Midnight Resistance, why don't you turn to page 82 and read the MEAN MACHINES review?







LEFT HANDED WAGGLER

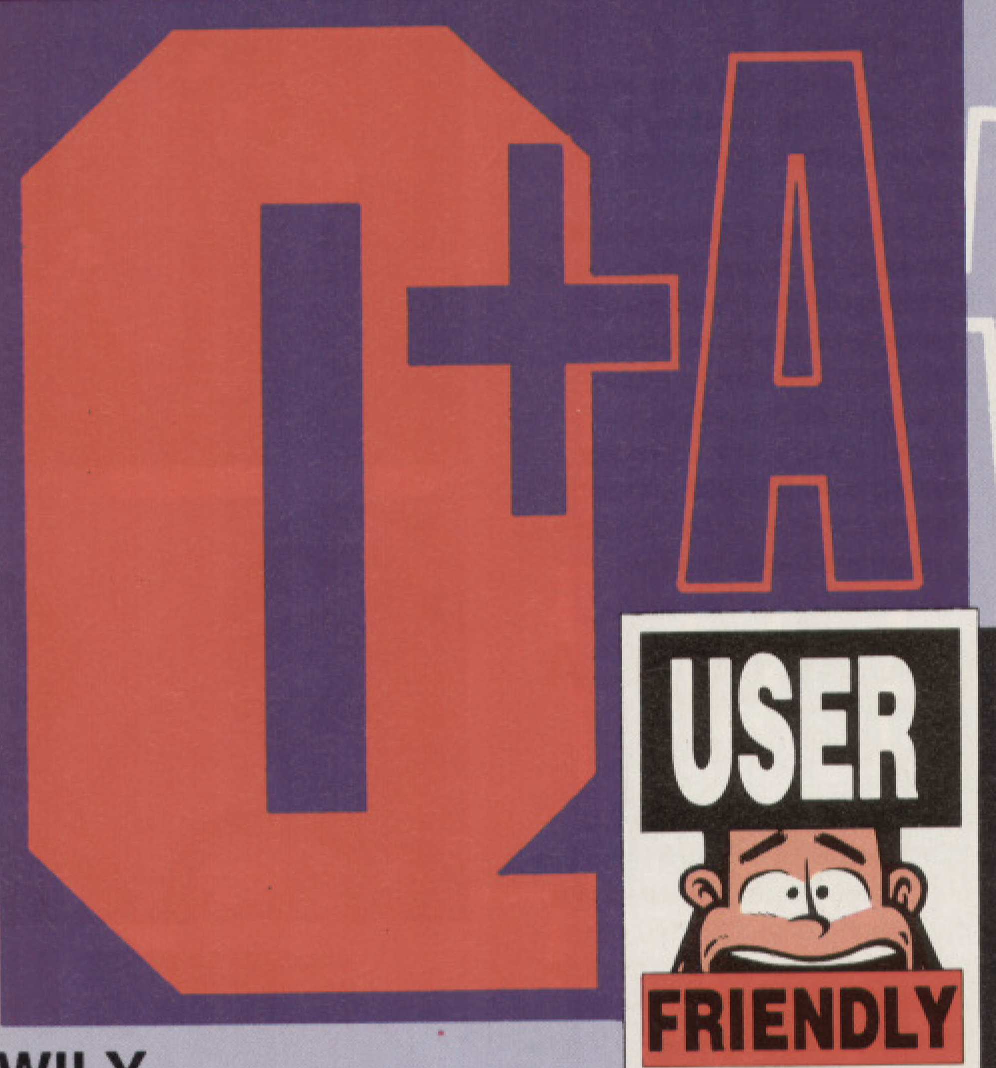
Yo Jaz,

I own a Megadrive and have noticed all Megadrive joysticks are left-handed. I've adapted quite well to the joypad, but tell me are there going to be any right-handed joysticks?

Yours sincerely,

James Bassett, Orpington, Kent

JAZ: Interesting point. I can't say I've ever heard about, let alone seen any left-handed joypads - if anyone knows anything about left-handed control pads, or left-handed joysticks that are compatible with the Megadrive, write to me at the usual magazine address and I'll print the details.



WILY PROBLEMS

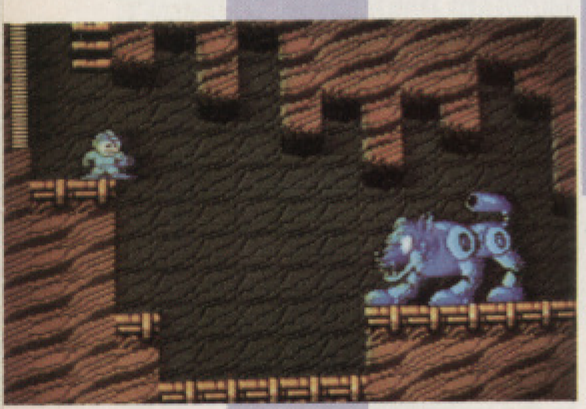
Dear Jaz,
I love platform games and quite late in March I bought Mega Man II. I have almost completed it but I am stuck where Dr Wily comes down in his spacecraft, jumps out, turns into this green thing and starts flying about shooting at me. I have tried every weapon except bombs and time stopper but nothing affects him. Please could you tell me how to beat him.

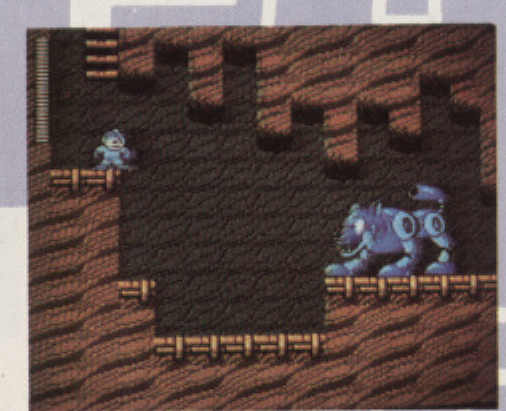
Also, are there any cheats or passwords for Batman on the Nintendo.

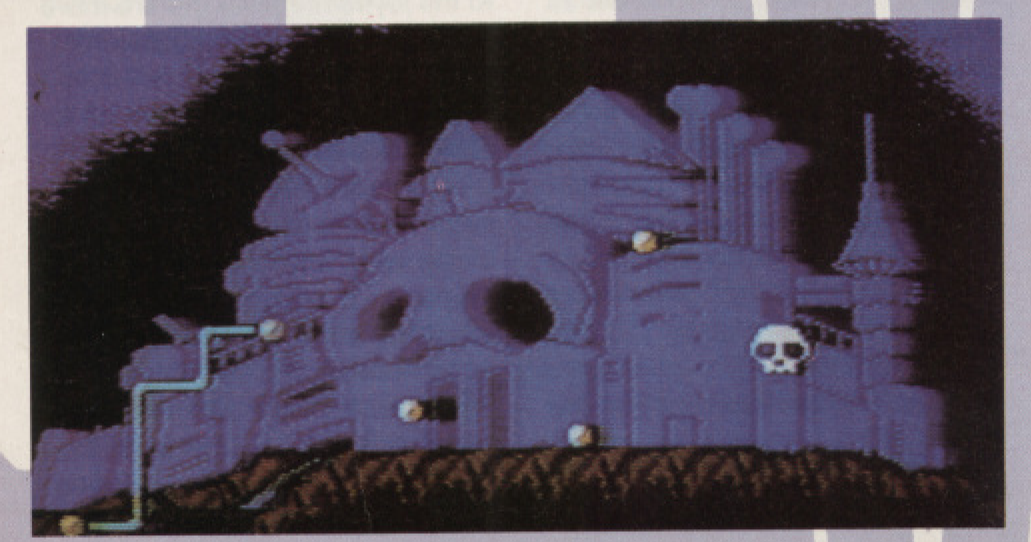
I would be very pleased if you would publish this letter.

Yours waiting patiently,
Alec Blissett, Sturry, Kent

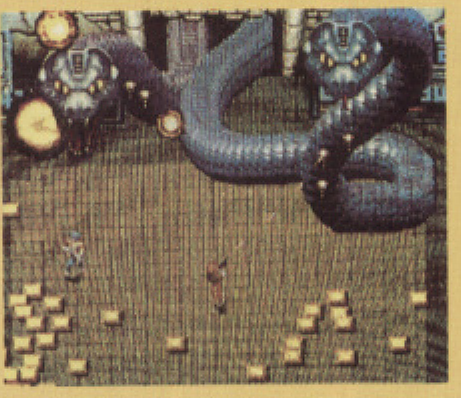
JAZ: Eh? Seven hits of bubble lead is what's required to dispose of cheesy ol' Dr Wily. It doesn't look like it's having any effect, but that's what's required to do the guy in.

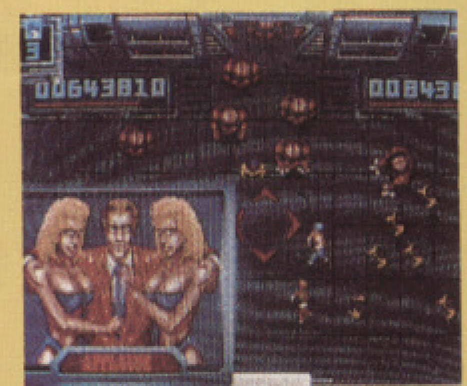






ARCADE GAMES AND THINGS





Dear Jaz,
I own a Nintendo and would like you to answer these questions:

1 If there are any plans to release Final Fight for the NES please could you tell me all about them?

2 How much would a cheap arcade game cost?

3 How much would an expensive arcade game cost?

4 Roughly how much would these arcade games cost each: Bad Dudes vs Dragon Ninja, Turtles, Final Fight, E-SWAT, and Smash TV?

5 In Issue 6, page 13, MEAN MACHINES said that later on this year Smash TV will be coming out for the NES when roughly?

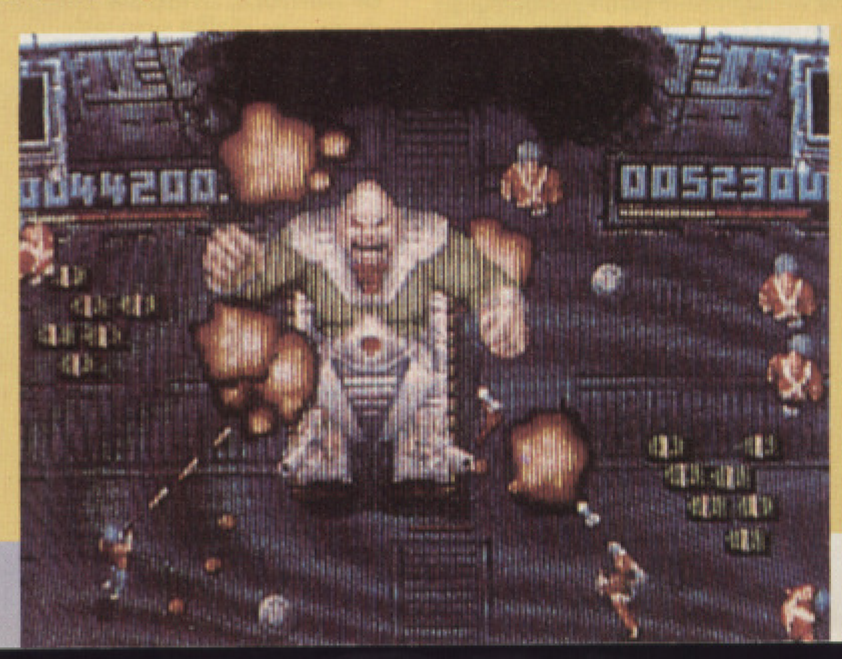
6 How much will it cost?

I ask all these questions about Smash TV because my sister's boyfriend is going mental over it, he thinks its the bee's knees. I am your magazine's greatest fan!

Yours sincerely,
Jamie Homer, Wimborne, Dorset

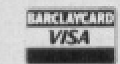


JAZ: Final Fight won't be coming out on the Nintendo - it's a Super Famicom game only. Cheap arcade games? Really old stuff like Space Invaders, PacMan and Asteroids go for as little as £20-£30. Newer stuff like Rad Mobile would set you back £8,000. The first three coin-ops you mention only come on PCB boards, rather like massive cartridges, and to get them to work you'd need a proper video cabinet, and that costs around £500.00. Once you've got that you could stick any PCB board into it - Bad Dudes PCB would cost around £140.00, a Final Fight PCB would set you back £525.00 and an ESWAT PCB would be £200.00. Turtles and Smash TV are both only available as complete coin-ops, and old second hand models start at around £1500.00 - out of pocket money range methinks. Smash TV won't be available in the UK until later on next year, so don't hold you breath...





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DICK TRACY	*PARASOL STARS*	*CHESSMASTER*	*CYBERLIP*
AMBITION OF CAESAR	*CADASH*	*KUNG FU MASTER*	*LEAGUE BOWLING*
MIDNIGHT RESISTANCE	*ST. DRAGON*	*ROBOCOP*	*NINJA COMBAT*
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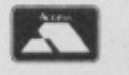
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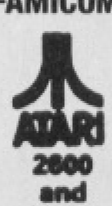
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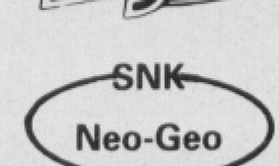
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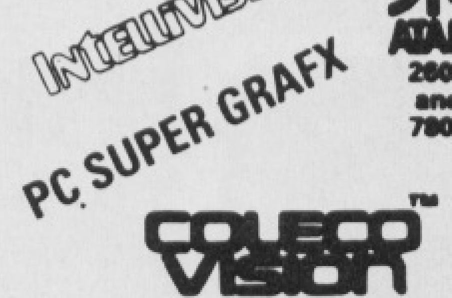
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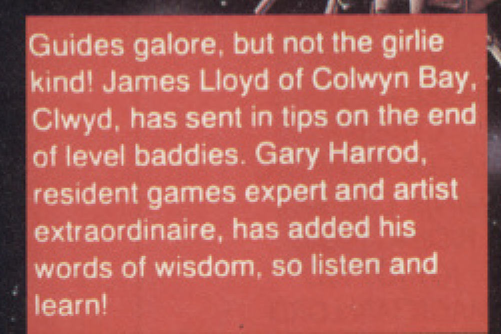


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Guides galore, but not the girlie kind! James Lloyd of Colwyn Bay, Clwyd, has sent in tips on the end of level baddies. Gary Harrod, resident games expert and artist extraordinaire, has added his words of wisdom, so listen and learn!

STEEL SPINE

This one's not too difficult. Shoot him in the mouth and evade the bullets and lasers. It's fairly easy to see his firing sequence.

LITTLE STRIPES

Follow him up and down the screen, avoiding the wide lasers and bullets. Destroy the fins then fire at the mouth. Keep laying on the firepower!

HYPERSTING

When he materialises, fire at his mouth and avoid the bullets and lasers. Alternatively shoot the smart bomb unit below the monster. Once he explodes another one appears from the other side of the screen - shoot the unit again to dispose of him rapidly.

DRIO SAWM

As soon as he appears fly close to his head and blast away. Try to learn his flight pattern and follow him around the screen. When he snakes up the side of the screen in an S-shape be prepared to avoid his dive.

YAMATO



Hover near the bottom left of the screen and destroy the guns. When the shellfish appears aim at the shell and dodge the planes and bullets. When it loses its shell fire at the circle on its back. Fly across the top of the screen in a big arc to make the discs miss the ship.

RED CRAB



Destroy his legs by making him follow you around the screen while you shoot. Make sure that he falls to the far left or right of the screen. After that bomb and shoot his body.

TAITO







ALLOY LANTERN

Shoot at the tentacle that waves above his head. Once this explodes, go above or even better below, and fire at his mouth with the green laser!

BIO STRONG

This can be quite easy if you know how! Aim for the bubble that flashes when hit, and avoid all the others. Simple really!

LEADAIN

Firstly shoot at his arms but move quickly when he tries to grab you. When his shell separates shoot at the brain - but keep moving. When it starts flying around stay to its left and dodge its tail.

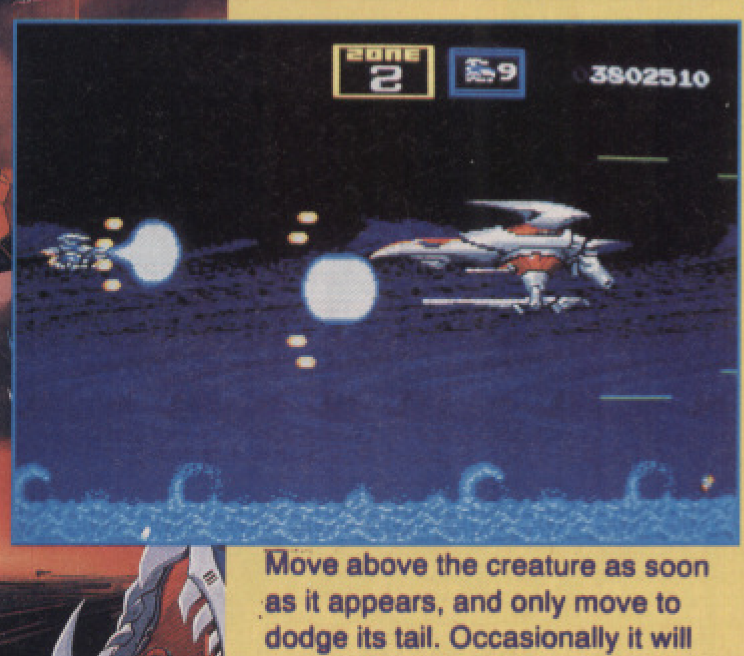
GENERAL TIPS

On the title screen press C A C B C A B A B C A C for the stage select screen. On the High Score table type in ZTT as your name to get access to the sound test.

Press A B A C B C C B C A B A on the Title screen for immortality! Or alternatively press C twelve times on this screen for the special mode.

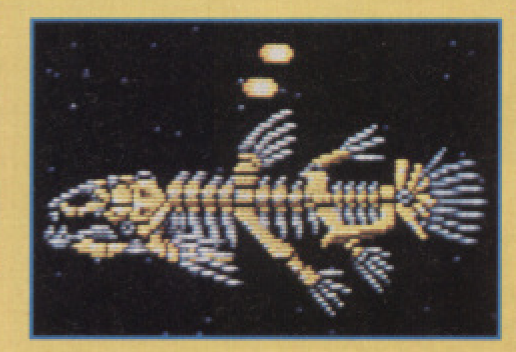
Press B B B C A A A B B C C C for a free play.

MOTHER HAWK



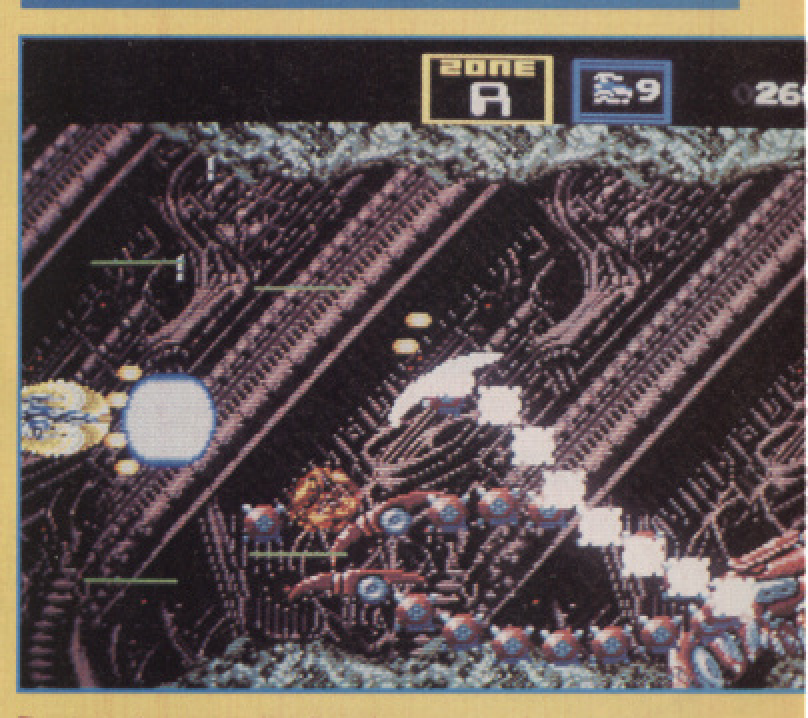
Move above the creature as soon as it appears, and only move to dodge its tail. Occasionally it will fire a different weapon; either a ring of laser or a green front-attack laser. NEVER stay directly in front of it.

NEHONOGIA

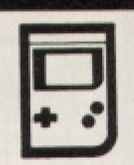


Aim for the face and dodge the bullets. Avoid or shoot the ribs that come flying at you, and make sure you don't get hit when the body flies apart.

GRAND OCTOPUS



Destroy the tentacles first then move closer and kill the small creatures. To hit him you'll need to be in exactly the right place.



BURAI FIGHTER DELUXE

S Faulkner of Longlevens, Gloucester, has codes a-plenty for this shoot 'em up. For the Ace Level the codes are:

1: NO PASSWORD NEEDED
2: GBHC
3: MHCB
4: CDMN
5: KDPG

After completing the Ace Level, another Level appears on the menu; the Ultimate Level. Here are the codes.

1: GDCP
2: LMCJ
3: CCHL
4: HFKP
5: BNGN



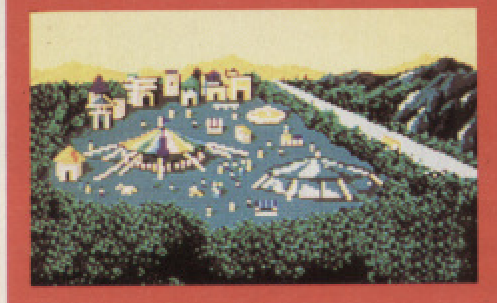
MASTER SYSTEM

ALEX KIDD IN MIRACLE WORLD

Mark Sepple of Hornchurch, Essex has been tackling this platform game and has come up with a neat way to beat the henchmen at the end of each level. When the baddy appears on the screen press button 2 repeatedly until a cloud can be seen above his head. This shows the sign that the baddy will use in the Janken match! This doesn't work for the first one, but use stone then scissors against him.

ULTIMA IV

Richard Elsbury of Hadnall, Shropshire, has been plugging away at this RPG for ages and has sent in some handy tips.



IMPORTANT ITEMS

SEXTANT
Good for finding nightshade and the Skull of Mordain, but they'll only be found on the darkest of nights.

STONES
Blue/Honesty = Deceit
Green/Justice = Wrong
Yellow/Compassion = Despise
Purple/Honour = Shame
Orange/Sacrifice = Covertous
Red/Valour = Destard
Black/Humility = Moongate (only by balloon)
White/Spirituality = Moonglow (on the darkest of nights)

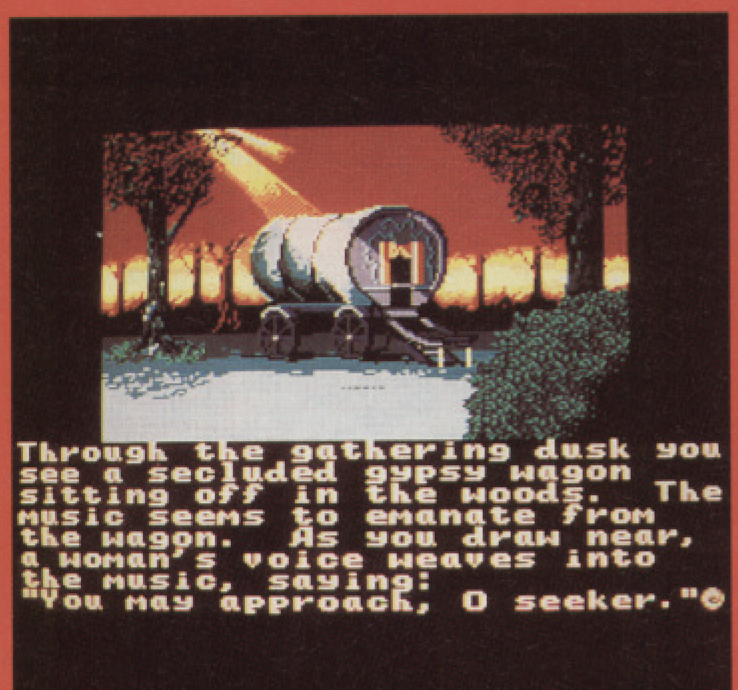
To get the balloon go through the secret entrance in Dungeon Hythlock in castle Britannia by going east at the T-junction then up in a secret passage to the top corner of the castle (to the west above the door). As soon as you enter the dungeon use an "up" spell and the balloon is nearby.



BELL
Found at coordinates NA-LA; you require a boat.

BOOK
Found in the library in the Lycaem.

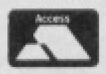
CANDLE
Found in the chapel in the secret village of Cove, in a secret passage.

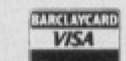




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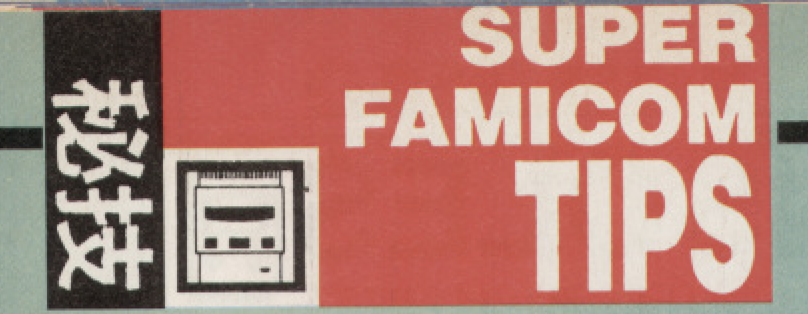
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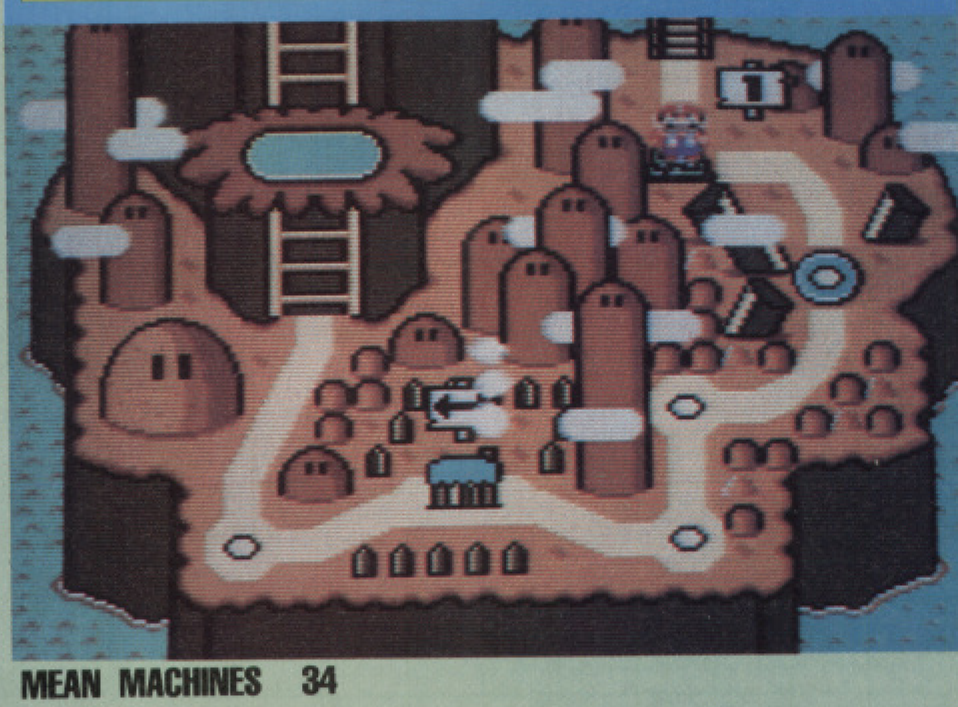
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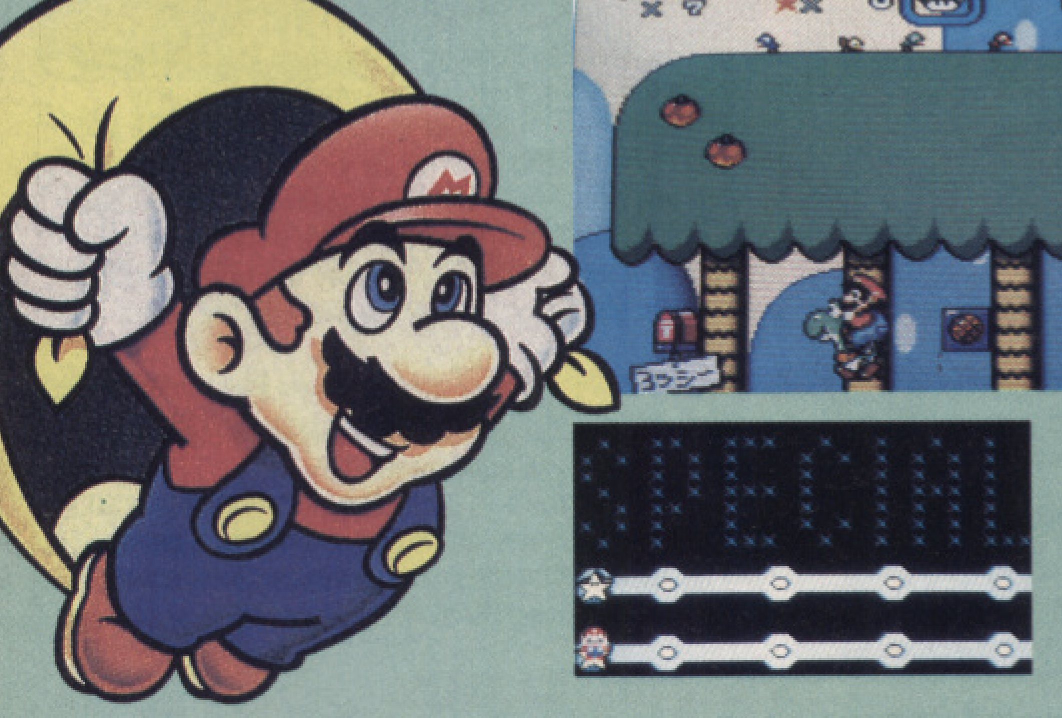


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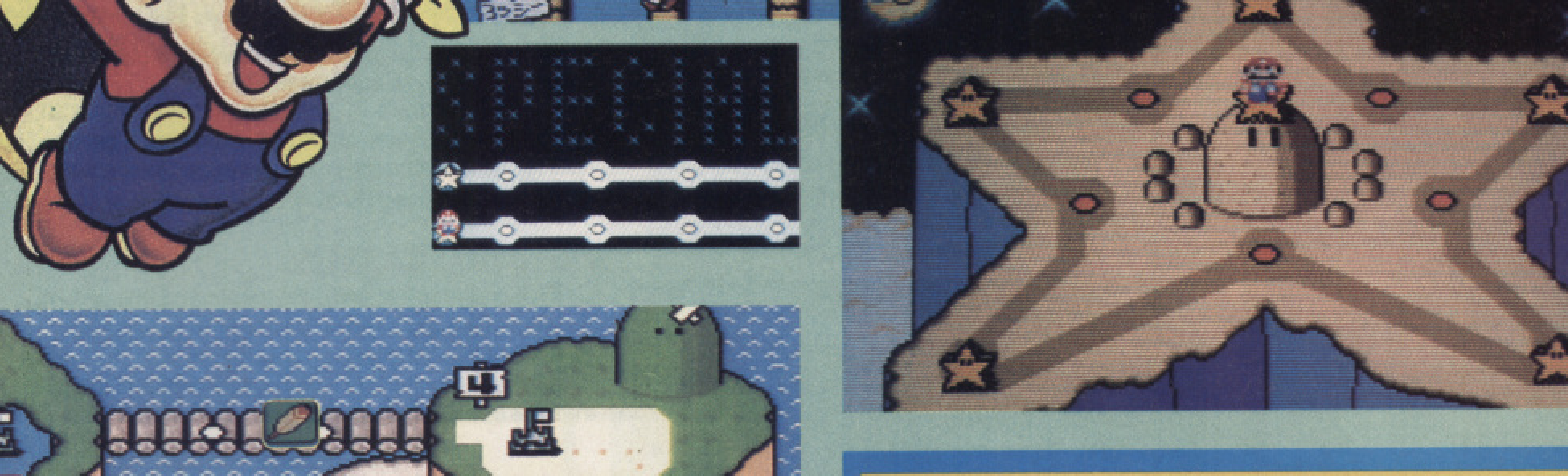




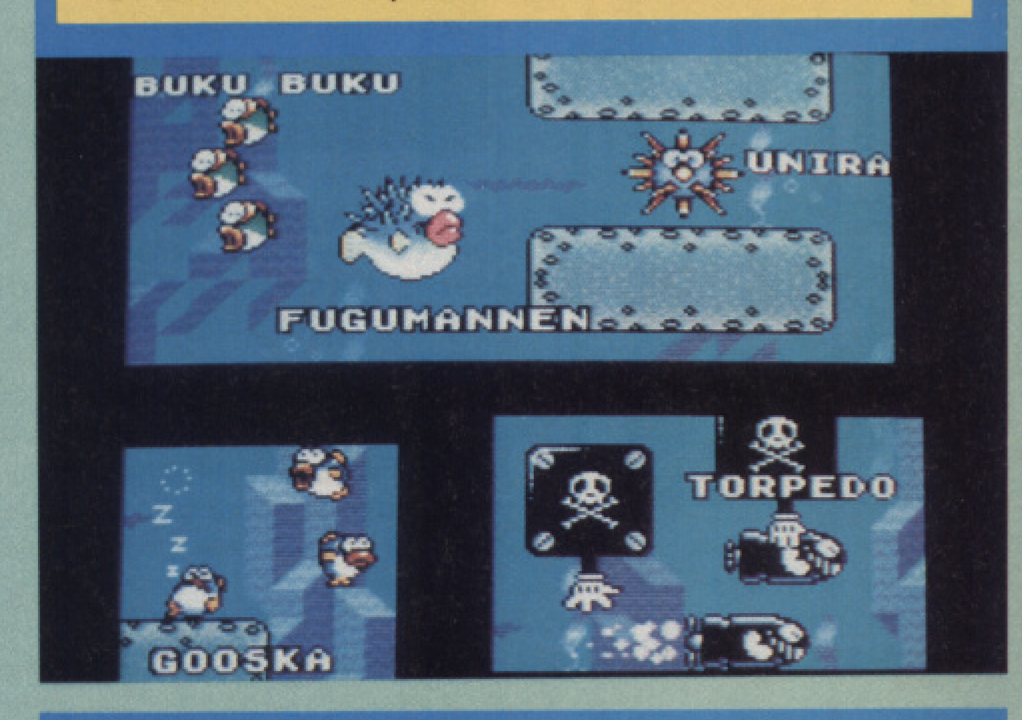




STAR WORLD



SUB-AQUA BADDIES





INSIDE THE FOREST







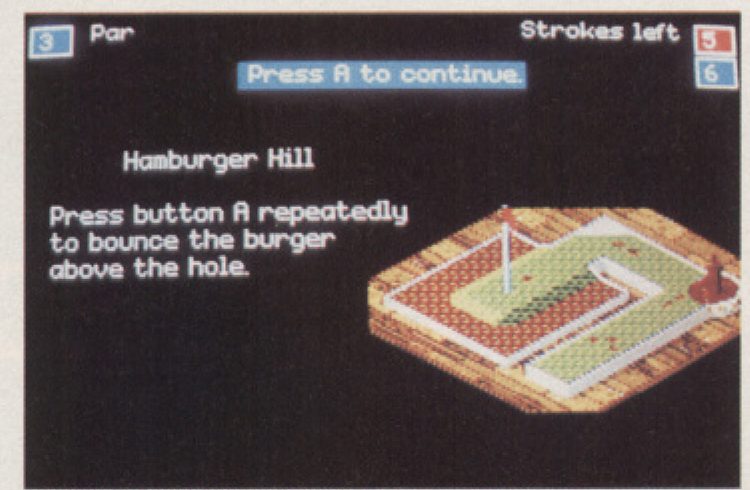
It's that tips time of the month again, and as usual we've got a skipload of wonderful stuff, including complete player's guides to Darius and Pilotwings and a map showing all 96 locations of Super Mario Bros IV. Wow! If you've got anything in the way of tips, maps, cheats - or anything else come to think of it - send them in. There's a massive £150.00 worth of software on offer to the sender of the month's best tips. James Duggan of Swansea was the winner this month for sending in the marvellous Super Mario IV map! But next month it could all be yours...

MEGADRIVE

ZANY GOLF

HOLE ONE: WINDMILL

It's right at the beginning that you must learn a technique which will see you alright throughout the entire game; using landmarks to guide you to the holes. For this shot, move the aiming cross to the left until you can see the roof of the house, aiming to hit the wall right at the top of the house - use full power to achieve this. Getting the ball inside the windmill means a free stroke and great positioning for your shot. When going for the putt, use very little power - medium strength or even slightly less, so that even if you miss you'll still be very close to the hole.



HOLE TWO: HAMBURGER

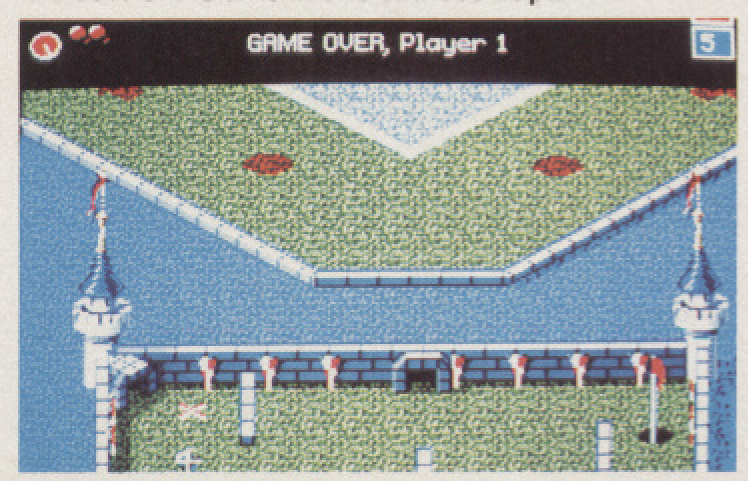
First thing to do is get the burger bouncing by rapidly pressing any button except D until the burger bounces so high that the bottom bun clears the arrow, giving you the most time to get the ball underneath the burger.

Aim your shot so that it follows the arrows, and ensure that your aim is more to the left of the ketchup bottle than to the right, otherwise your ball will just rebound back to whence it came. Use medium power, or you'll just glide over the hole and literally hit the dirt.

HOLE THREE: WALLS

Move the aiming cursor around the screen until you can see the first two walls. Aim your shot at full power and wait until the first wall is down and the second is just beginning to fall. The ball should hit the third wall and roll down towards the hole. If it doesn't, it will bounce back, but not too far.

If you're caught in one of the side-traps, shoot straight up to get to the hole. The hill will curve the ball towards the hole. Also, if there is a Fairy on this level, it is 99% of the time in one of these traps.



HOLE FOUR: PINBALL

Move the cursor to the third arrow then release to get you onto the table, then hit the two side objects to make the top-left hole glow. Getting the ball into it will put you right into the hole, or very close to it.

Use any button to work the flippers and the bumper at the top of the table. Hold down the button when the ball is at the top of the table to keep the bumper up and, with a bit of luck, knock the ball into the hole.

HOLE FIVE: FANS

Hit the corner at full power then start spinning the D button either way to activate the fans.

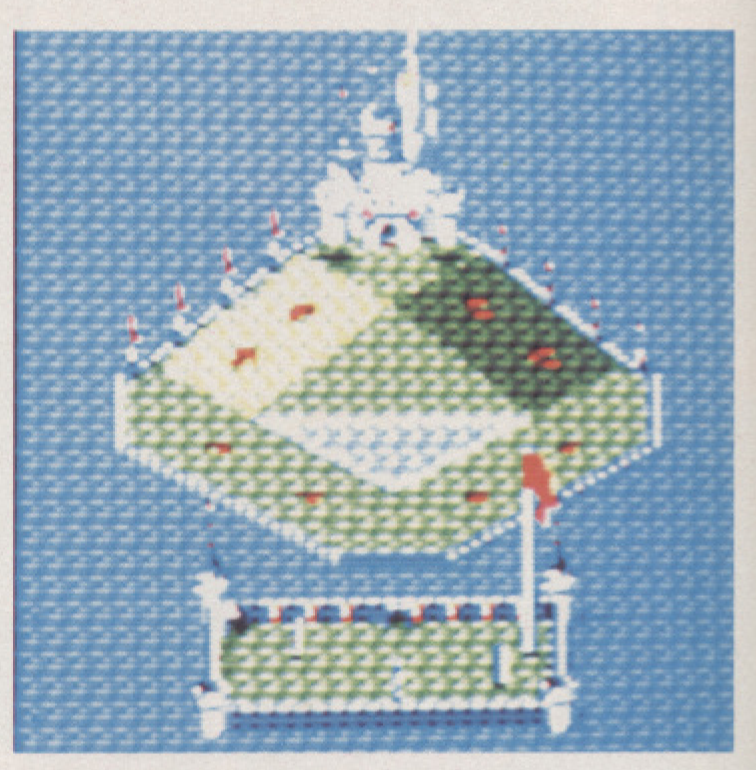
Follow the arrows to get to the hole and, if you let the ball roll on its own at the right time, you'll get a hole in one. If you don't make the green, use a soft shot to get into the path of a fan.

HOLE SIX: CASTLE

Use full power to get up to the castle and into one of the side holes, putting you on the other side of the green, then use a bounce stroke to get past the walls. If you want to go for the castle gate, wait until the trumpet sounds, telling you the gate is open.

HOLE SEVEN: ANT HILL

To get a hole in one, find out where the hole is before you tee-off (the hole moves whenever you are on the slopes) then fire just to the right of that position - the hole will move to the right when your ball hits the slope. If you aim well, you'll be bang on target.

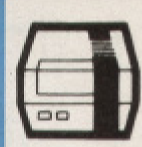


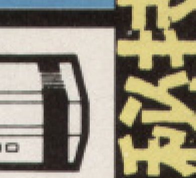
HOLE EIGHT: KNOCK OUT

Use full power on tee-off, then control the paddle with the D-button. You have to hit all the blacks, which in turn causes the holes to light up. If the ball goes into either hole, the blocks reappear. Go for the blocks on the left first, the those on the right. On the chessboard green, avoid the flashing squares, whether they're flashing or not.

HOLE NINE: ENERGY

Hit the two buttons on the computer, turning them white, then either use the circle to teleport you next to the ramp, or enter the vacuum to take you to the hole. Putt very slowly past the false holes, otherwise you'll be placed on the right side of the vacuum.





BUDOKAN

Finally we're getting some feedback on this great beat 'em up. Jason Morrissey of Powys, Mid Wales has obviously been giving this game the attention it deserves as he has sent in tips on all the opponents in the competition. Here are the first five:

MATCH 1: GORO SUZUKI
Select kendo and keep walking forward. Perform two-handed high and mid strikes to beat this opponent.

MATCH 2: EIJI KIMURA
Use karate against this guy. Take one jump back and wait for him to come close enough to hit with flying kicks. Repeat this move until he drops!

MATCH 3: JIMI DORAN
Use the same tactics as in Match 1, ie choose kendo and walk forward.

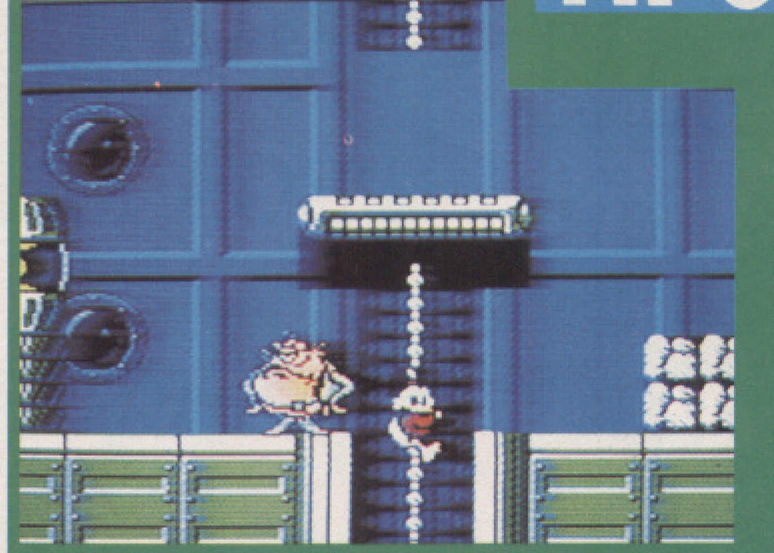


MATCH 4: SHIGEO KA WAHARA
Select nunchaku. take one jump back and perform a twirl triple-strike. He'll keep coming towards you and will lose his energy rapidly. When you sense victory do crouch mid strikes to defeat him.

MATCH 5: TETSUO OKABE
The Bo stick is the optimum weapon against this martial artist. Do a mid block and stay in that position until your ki is at full. Wait for Tetsuo to jump back then do a jumping forward mid strike to defeat him!

RINGSIDE ANGEL

The Dutch know a thing or two about tulips and windmills, but David Rozeboom of Dwingeloo, Holland knows a lot about this weird and wonderful wrestling game. If the top left or right column becomes full, press all three buttons at once a few times. Then something special will happen! David warns that this cheat only works for Starlight and Grand Champion.



DUCK TALES

There's a bonus game hidden in this great platform romp starring Scrooge McDuck. Locate Launchpad McQuack, and if the 5th digit of your score is 7 you'll go to a bonus game. Thanks a lot to Nimer Rashed of West Drayton in Middlesex for allowing people to get that little bit more out of their game!

ADVENTURE OF LINK

Jamie Cole of Woking, Surrey has some hints on the Great Palace. Go left, right, right, down and left, then thrust downwards through the fifth, sixth and seventh blocks from the left. Now fall down the hole, go right, fall down the gap, go right again and Link will meet the first of the Guardians. Use Thunder magic then Reflective magic. Then stab its head to kill it. Next Link meets a shadow of himself; only Life magic is of any use in this situation. Keep stabbing the shadow without ducking or jumping and eventually it will die.



BAD DUDES

Getting killed is a major problem, so Nimer Rashed of West Drayton, Middlesex has sent in a cheat to solve this conundrum. Plug in both controllers. Then, on the title screen, press B, A, Down, Up, Down, and Up, all on controller 2. Then press Start on controller 1, and you've suddenly got 64 men! To get a powerful punch simply hold down button A.

KID ICARUS

Need a code for this game? Luckily for you Mark Patton of Knowle, Solihull has sent in a goodie:

A u W 2 e 5 X c d F 0 0
u s 0 0 0 G K 5 0 W O n

This gets Kid to the very last level of the game with all three treasures in his possession!

KUNG FU

At the start of each floor defeat the first eleven enemies so that you reach the twelfth. Kill him with a jump kick for 5000 bonus points! However, if he's a knife thrower or Tom Tom, ignore him as he won't count. Make sure you punch or kick the eleven as throwing them down doesn't count either. Ta to Iain Knight of Tettenhall, Wolverhampton for these handy pointers.

MEAN MACHINES

COMP

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Wheee! Everyone in the office has one and wouldn't be caught dead travelling anywhere without one. The Nintendo Gameboy is the most portable, economical and grey of all the handhelds, starring great games and fun times. All this and more could be yours, my son, by simply calling the Hotline and writing down the answers. Think you can manage that?

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We've got games coming out of our earholes here at MEAN MACHINES, and nothing would make us happier than giving them away to some deserving charity; ie one of our readers. Whether you own a Sega, NES, Megadrive or three-legged donkey, we've got just the thing to slot into it. Call and try to win before the school nerd beats you to it!

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We are so hot at MEAN MACHINES that we virtually give consoles away before they're released! The Game Gear is the very latest handheld to greet the hungry crowds. We'll throw in a TV adaptor when it's released out of the kindness of our hearts (well, Gary's paycheck to be precise). Get dialling and see if you can win it!

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Only the select few own a Super Famicom (in other words Jaz and Matt), but now you too could join the elite by ringing the number above. We promise that the questions are easy, the prize fantastic, and the games out of this world. Only the terminally silly will miss out on this, so get scribbling and see if you can win!

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F-14 AFTER BURNER
AERIAL ARCADE ACE

Twenty-one areas of US territory have been captured by the evil might of an unknown airborne empire. Their powerful MiG fighters have decimated the entire US airforce, and now only one lone F-14 Tomcat remains.

Tom is the US Top Gun (mainly because he is only fighter pilot left) and it's his mission to take to the skies and blow away as much of the empire as possible with the aid of his super-deadly Vulcan cannon and his fire-and-forget Sidewinder missiles. Simply by running the on-screen sight over the approaching MiGs, the F-14's computer system locks on and a missile can be despatched. Missiles have a far longer range than the cannon and they never miss. The trade-off is that you get more points by using the more old-fashioned cannon-method.

The action is depicted in sprite-based 3D, with enemy fighters arriving from all angles with Tom's death at the top of their agendas. They have much the same weaponry as Tom, though their missiles are a lot less accurate and since Tom is such a good flyer he can dodge them with ease.

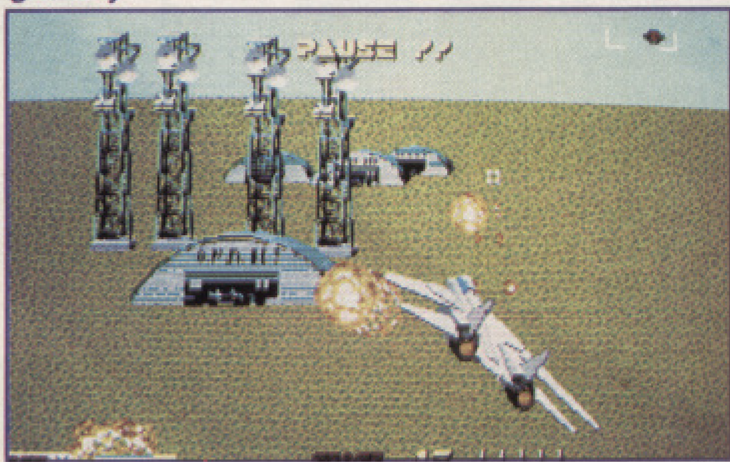
The action only lets up when the F-14 makes a routine rendezvous with a tanker aircraft, where more fuel and extra missiles are given.



▲ *The F-14 gets a napalm enema!*

ENGAGE AFTERBURNERS!

The joypad buttons allow you to change the speed your F-14 travels at. Travelling at low-speed is essential for the canyon attacks in levels eight and seventeen. When your F-14 is at top speed another stab at the speed button engages the afterburners for a short burst of extra speed - perfect for the quick getaway.



MEGA GAME

LOW-LEVEL ATTACK

The canyon runs are the perfect places to squeeze some extra points out of the game. Here, the objective is simply to wipe out a ground-based enemy contingent - cunningly hiding in a canyon to escape detection. Simply slow down, point the nose down and fire away! The only things that can possibly harm you are the canyon walls - so slow down and fly carefully!





▲ *Night-time flying in Afterburner.*

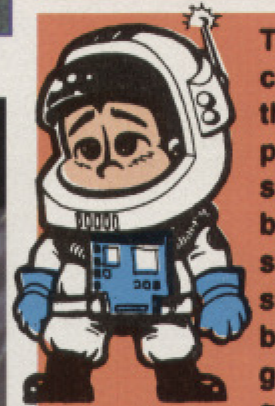
COMMENT

JULIAN

The fast and frantic action of the coin-op has been fully captured in this cracking conversion, with the player flying into battle at supersonic speeds, dodging bullets, rockets and planes while simultaneously trying to lock his sights onto the enemy craft and bring them down with his plane's guns and homing missiles! The graphics are awesome, with rapid, convincing 3D sprite update - the planes come towards you at incredible speeds! As well as great looks, Afterburner also features brilliant soundtracks and effects, and very tough and challenging action - beating all 22 levels takes some doing! One thing I feel I must say is that Afterburner is one of those games you either love or hate. We at MEAN MACHINES think it's fab, but there will be some who disagree, thinking the plane-blasting action is too repetitive to make long-term play worthwhile. So if you've never seen the arcade game, make sure you have a good look before you buy, just in case!

COUNTER-ATTACK

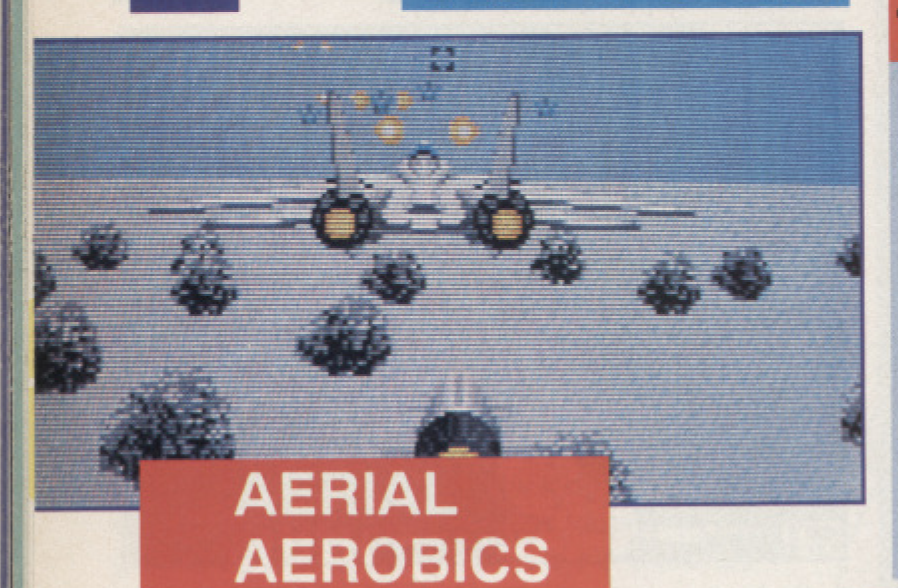
The F-14 faces most of the enemy fleet head-on, but later stages witness the underhand enemy sending up planes behind you in order to blow you away with their cannons at close range. Cruise missiles also follow the same behaviour pattern, so watch out! The best way to avoid these dangers is to simply ignite the afterburners - not even cruise missiles can catch up with an F-14 flying at top speed (well, not in this game any way)!



▼ *Missiles streak away from the F-14!*





AERIAL AEROBICS

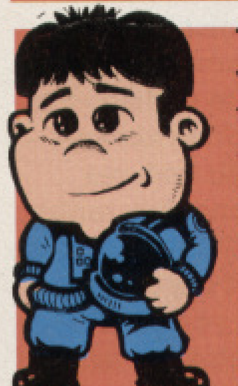
Tom is a bit of a dab hand when it comes to flying an F-14 and when it comes to dodging missiles fired at close range, he has a rather cunning trick up his sleeves. Simply by turning one direction and suddenly yanking the stick over in the other, a brill 360 degrees turn can be achieved! Good eh?

AFTERBURNER: THE COIN-OP

The arcade version of Afterburner amazed arcade players all over the world with its amazing graphics, super-slick hard rock soundtracks and cosmic hydraulics! Unfortunately, the coin-op's joystick was so long that it made the F-14's responsiveness very questionable to say the least. Thankfully, that problem isn't present in this Megadrive cart!

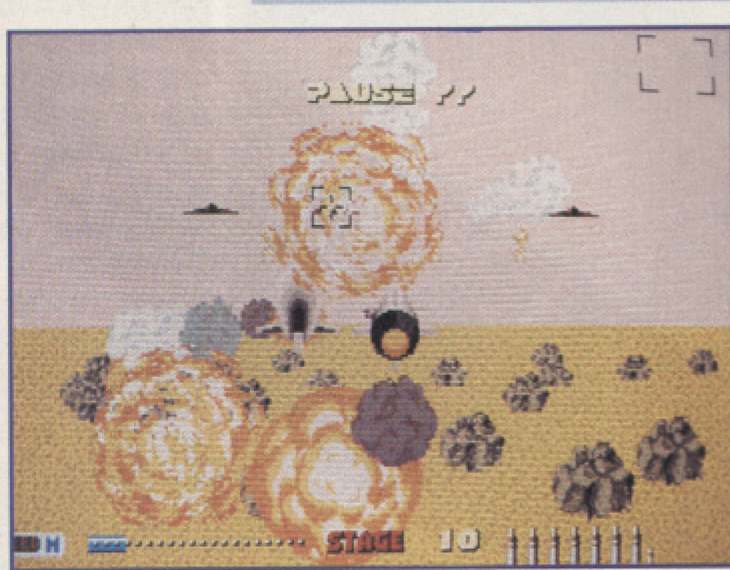


COMMENT

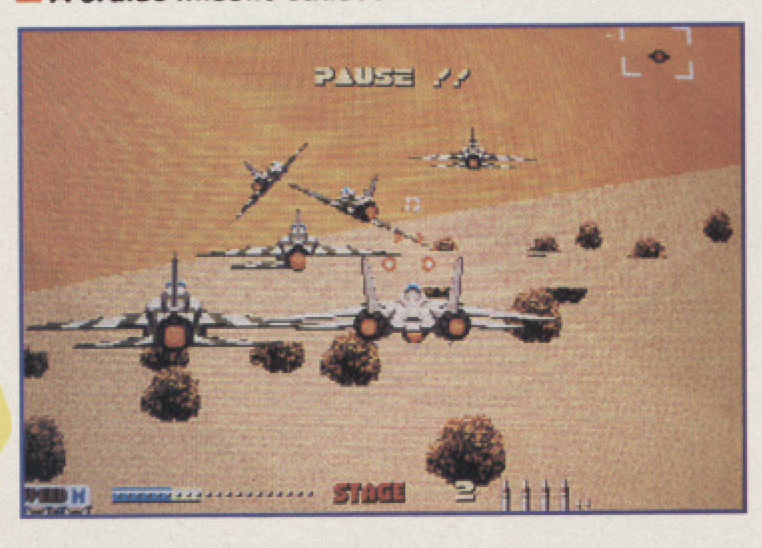


MATT

The coin-op version is one of the all-time great arcade experiences (especially in the deluxe hydraulic cabinets), so this Megadrive version certainly has a lot to live up to.
Thankfully, Afterburner is more than pulls off this gargantuan feat. The graphics are less detailed than the coin-op, but the programmers have concentrated on making the action look superb rather than the scenery. The 3D effect on all of the planes is excellent and there are loads of big explosions to make the destruction that more appealing. The sound is excellent too, with sampled "speech" and effects and some of the best music I've heard on the Megadrive. The gameplay is repetitive, but the high-speed thrills 'n' spills offered by the game more than makes up for it. Afterburner is an excellent conversion and a superlative game in its own right that more than deserves a place in your Megadrive collection.



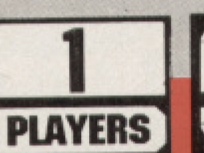
▲ A cruise missile causes F-14 annihilation.

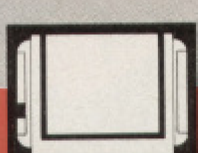


▲ Formation destruction!



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PRESENTATION 86%
Loads of options to wade through and an arcade-perfect attract sequence.

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SOUND 93%
Hard and heavy rock soundtracks the like of which have not been heard on the Megadrive. Excellent explosive effects too.

PLAYABILITY 94%
A super-responsive F-14 makes this more enjoyable to play than the coin-op!

LASTABILITY 88%
Twenty-one levels of airborne destruction that'll have you playing again and again!

OVERALL 90%
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AMIGA 500 still boxed, extra disk drive, ½ Meg Upgrade, disk copier Boot Block, games worth over £900 all this together worth over £1500 will sell for £650 O.N.O call Jason between 5-7pm 061 962 6213.
MEGADRIVE CARTRIDGES Golden Axe, Rambo III, Ghouls n Ghosts, Tatsujin, Super Shinobi, Hurricane, World Cup Soccer, Thunderforce II, Dynamite Duke, Rastan II. £25 each Tel. (0633) 276588 and ask for Craig.
U.K. MEGADRIVE one month old, Jap adaptor, nine games inc. Gynoug, Mickey Mouse, Golden Axe, Hellfire, Forgotten Worlds, Aero Blasters, Thunderforce II, Mystic Defender, Altered Beast, Pro one joystick. All in ace nick £360 o.n.o. Tel. Mick 0782 265582.
SEGA MASTER SYSTEM 14 games V.G.C. still boxed. Rapid fire unit £200 o.n.o. Games include Mickey Mouse. Please ring (04024) 40858.
NINTENDO GAMES for sale, Super Mario Bros 1 and Duck Hunt for £21 Rad Racer for £15. Also Amiga Game "Hard Drivin II" for £5 and a Zapper for £10 call Danny (081) 669 2545.
PC ENGINE for sale with 8 games and joystick. Boxed, good condition £150 or will swap for Megadrive Tel. 0453 8265123.
JAPANESE MEGADRIVE games for sale or swap – Crack Down, Tatsujin, Whip Rush, and Afterburner II for £17.50 each or £60 together o.n.o. or any good origanal games (Preferbly Japanese cartridge) please send SAE – Barnham 1 Highfield Avenue, Lymington Hants SO41 9HU.
NINTENDO with Robot and Zapper, also cart with 42 games in one. Plus Mario III and 5 other games which include Gradius, Tiger Heli and Duck Hunt. The whole Deluxe Set. For more info, call Jason on (081) 671 1327 (NOW!)
PC ENGINE GAMES £20 each Tennis, Don Doko Don, Gunhed, Chase HQ, Formation Soccer, Chan and Chan, Alien Crush, Break In, Winning Shot, Dragon Spirit, LEgendary Axe, plus others, two joysticks, five player adaptor phone 0403 61899 evenings and weekends.
GAMEBOY with leads. Tetris, Double Dragon, and Batman. All boxed with instructions everything as new. £90 the lot 051 426 4718 Mersyside.
SEGA MEGADRIVE Infa red joystick and power base convertor £20 each Tel. (0705) 241555 7pm-9pm Daily.
SPECTRUM 128+2 plus over 150 games! joystick games include, Operation Thunderbolt, Chase HQ, Midnight Resistance, Turbo Outrun Golden Axe, Shadow of the Beast and many more quality games. Phone Andy after 4pm 081 886 0985 £130 o.n.o. (London Area).
ATARI LYNX Cal Games, Road Blasters, Slime World, PSU Comlynx, professionally re-sprayed red, all boxed £100. (0793) 782748 Adam.
SAND CRAB with rechargable batteries and charger sell for £30 only ring (0765) 689229 after 6pm ask for Ian.
SECOND HAND Sega Master System for sale together with four games at £130 negotiable. Call 071 628 2953 Ext. 822 for details.
MEGADRIVE joystick, joypad, 12 games, including Mickey Mouse, John Maddens Football, Super Monaco GP sell for £375 o.n.o. phone (0922) 30228.
USED & NEW CARTS at the cheapest prices available. Titles available for Super Famicom, Megadrive & Neo- Geo. Tel. 0736 50130 after 5pm.
OFFICIAL MEGADRIVE used only twice, with four official games and Japanese adaptor. Excellent condition £230 o.n.o. Tel. 0394 386579.
SEGA MASTER+ with lightgun, 3 C'pads, Time Soldiers, Choplifter, Lowrd of Sword, Hang On, Safari Hunt & R-Type selling for £90 o.n.o boxed with instructions brand new 081 575 5673.
NINTENDO GAMEBOY with Tetris Super Mario Land and Chase HQ. Worth £130+ bargain at £100 o.n.o. VGC hardly used 0935 822305.
SEGA MASTER SYSTEM, eight games including Rampage, Basketball, Nightmare, California games, Alex Kidd, Two Joypads, £135.00, phone Grant, 6 p.m. Tel: 04022 23943.
PC ENGINE games for sale including Don Doko Don, Ninja Spirit, Operation Wolf, and many more £18 each. For further details write to Yiu Fai Ng, 88 Kimberley Rd, Cambridge CB4, 1HJ.
SEGA MEGADRIVE with two games Ghostbusters, Golden Axe and Joypad £120. Contact 0625 874343.
MEGADRIVE GAMES for sale, titles include Mickey Mouse, Golden Axe, Strider and Batman. Call Steven on 0656 772323.
NES GAMES for sale, Gradius £15 Life Force £20, Zelda £25, Batman £25, RC PRO AM £20, Kid Icarus £15, phone 051 708 6991 for ALB.
FOR SALE Sega Master System Plus with two top games, Psycho Fox and World Soccer all brand new £90. Tel. 0942 602461.
OFFICIAL MEGADRIVE with Moonwalker, almost brand new, a bargain at £150! Sega Master System also for sale with light phaser, only been used about half a dozen times, another bargain at £70. Call Russell on: 0243 864514 after 4.
GAMES ZONE the great new independant console magazine, full of news and reviews is now availible. Send us your address and we'll send you issue one completely free! Send to: Nik Riley, The Chaltons, Hillcrest Drive, Lichfield, Staffs, WS13 7AX.
ENGLISH SEGA MEGADRIVE with 11 games extra joypad and Jap. adaptor Golden Axe, Strider, Ghouls 'n' Ghosts and Populous costs £650 new will sell for £350 Tel: Peter on 324633 (Bristol).
PERFECT CONDITION imported Sega Megadrive for sale. Includes Joypad and Turbo Joypad. Eight games, Thunderforce III, Super Shinobi, Populous, Fireshark, Ghostbusters, Strider, Mickey Mouse, and Maddens Football. Everything in perfect working order. £250, phone Rob on 0823 253906, at 6-7pm.
SEGA MASTER SYSTEM PLUS includes control stick 2 control pads light phaser and rapid fire unit. 4 games including Operation Wolf and Golden Axe. All excellent conditions. Boxed as new with full instructions buyer must collect £75, tel. Richard 0294 571255.
GAMEBOY with three games sell £69 also Sega Master System with twelve games sell £99, phone Edinburgh 031 447 6535.
FOR SALE Nintendo soccer game £20, write or call Bobby Eales 2 Swanndale Daventry, Northants NN11 4DF. Tel: 72185.
SEGA MEGADRIVE extra Joypad and Headphones 8 months guarantee 4 top games including Golden Axe, Ghouls and Ghosts, Revenge of Shinobi and Altered Beast. £200 no offers ring Formby L'pool 72435.
AMSTRAD GX4000 for sale, includes Robocop II and Burning Rubber for £90. 36 Charlton Ave., Newton Hyde, Cheshire, tel. 368 0138.
COMMODORE 64, plus accessories, plus over £600 worth of computer games. Sell for bargain of £200. Call Chris on 051 5317737.
JAPANESE MEGADRIVE Pal 2 Joypade, 5 games, incl. Mickey Mouse, Thunderforce III, Cyberball Bargain at £235, contact Simon on 0392 861062.
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NINTENDO COMPLETE with Control Pads Joystick Robot Light Gun and ten games alone worth £400 only four months old hardly used price £250 or nearest offer. Tel: 0235 847457.
COMMODORE 64, 2 Joysticks excellent condition, less than 8 months old. Over 120 games including Turrkan I & II, Ninja Remix, Platinum Collection, Thalamus-Hits, Midnight Resistance, Taito Coin-Op Hits, plus many oldish games, Uridium, Paradroid, Pitstop II, Thrust, Karateka, Forbidden Forest, Quo Vadis Spellbound, Price £180, Tel: 0633 420727.
SEGA MASTER SYSTEM handle controller, gun, glasses, joystick, 17 games incl. Wonderboy III, Golden Axe, Psycho Fox, Galaxy Force, Double Dragon. Bought for £560 will sell for £250 or nearest offer. Phone 0908 55311 ask for Stephen Taylor.
MEGADRIVE FOR SALE, including seven highly rated games. Including Mickey Mouse, Super Monaco GP, Strider, etc. with joypad and joystick. Very good condition, boxed as new. Megadrive runs Japanese, American, and British cartridges, if interested ring 0767 23525 on Saturdays.
AMSTRAD 464 green screen, loads of games Lonix joystick good condition. Offers in excess of £130 Tel: (0703) 867952 David.
U.K. MEGADRIVE with Strider, Altered Beast, Golden Axe, Japanese Games Convertor, 3 months old, boxed with manuals. £210 o.n.o. Phone 051 608 8661.
SEGA MASTER SYSTEM with two pads and Wonderboy I + II and Battle Outrun and Alex Kidd. All for £70. Phone 330 6454 (Surrey).
SEGA MASTER SYSTEM + 12 games and light phaser worth £420 selling for £175 Tel: after 6pm (0438) 367680.
ATARI LYNX unwanted unused brand new tip-top condition still packaged inc. game Comlynx + adaptor what more can I say Tel: (0493) 721340 for a fantastic deal only!!! £80.
MEGADRIVE PAL joypad + £175 worth of games still boxed as new sell for £220. Phone St Helens 0744 816143.
SEGA MEGADRIVE 8 games including Moonwalker, Monaco G.P, Populous, Golden Axe, J.M. Football, Ghostbusters, Thunderforce II and Altered Beast, 2 joysticks, joypad. £300. Telephone 844003.
DOES ANYONE want to buy a Sega Master System. With 2 control pads, 2 rapid fire units, light phaser and 9 games inc. Rastan, Wonderboy III, Rambo III, Altered Beast. If you're interested phone 0964 613500 after 4.30 weekdays price £150 O.N.O. and ask for Paul.
GAMEBOY Batman, Nemesis, Turtles, Mario, Tetris x 2, Gremlins II, Game Light, Battery Charger, 5 Hour 4 Batteries worth £190 sell for £130. Swap for Lynx. 0394 385138.
MEGADRIVE & PC ENGINE GAMES for sale or swap. Contact Nickey Lee, 20 Fairway, Risborough, Bucks HP17 9DH. Tel: 08444 2859.
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ATARI LYNX for sale, 7 games. All boxed, £180 o.n.o. or will swap for any decent computer, Tel: 063078 2407.
JAPANESE MEGADRIVE with 3 excellent games Super Monaco G.P, Thunderforce III, and Shadow Dancer. Still boxed, several months old. A real bargain at £180. Contact Lee on 0924 261941.
SEGA MEGADRIVE Official U.K. version for sale, 3 months old 'mint' condition 'fully' boxed. Includes Powerstick, Jap Convertor, six games, GP, Mickey, Strider, Hellfire, Axe, Beast. Worth £425, accept £320. Serious offers. Phone Steve 081 992 2156 9am-5pm Central London Area.
SINCLAIR SPECTRUM 128K+2 good condition, joystick + games. Call Karl on (081) 641 0983 Sutton. Price £50 or swap for a Gameboy.
GX400 plus 5 games Professional Tennis, Switch Blade, Robocop II, Pang, Burning Rubber. Worth £200+ selling for £120 Tel: Malcolm (0865) 52021.
MASTER SYSTEM 4 months old, including Alex Kidd, Psycho Fox, Excellent condition, original packaging. Worth £110 Sell for £70 Tel: 081 959 5643.
NINTENDO for sale plus 4 games Turtles, Megaman, Castlemania, Duck Hunt and Zapper boxed 3 months old £160 Tel: (0767) 314994.

Continued on page 47

WIN ONE OF THREE UTTERLY MEGA PRIZES!

ON YER BIKE

Want to get mobile? Here's your chance to win a fabulous new mountain bike, worth up to £200, and ride off into the sunset (or perhaps just down to the shops). US Gold are offering one of the winner of this competition the wonderful machine in honour of their great Master System game Paperboy.

ORGANISE

But that's not all, not by a long stretch matey. Another lucky winner will get a Sharp IQ Organiser, a smart bit of technology that is an electronic personal organiser. It gives you the flavour of Impossible Mission, and it's great for posing with on the bus!

GET RICH

Last but not least, the third jammy winner gets a Gauntlet-style wooden chest. So what, you cry? Well, this one happens to be full of pound coins - 100 of them to be precise! All glittering and shiny. Just the thing to have under your arm the next time you're buying a cartridge or rare visiting the arcade.

HOW TO DO IT

Winning these superb prizes ain't gonna be easy. We want you to use your imagination to draw, paint, crayon or a cover of MEAN MACHINES featuring one of the US Gold games. So take your pick between Gauntlet, Paperboy, and Impossible Mission and get scribbling. You can enter as many times as you like, providing that each entry is different and original.

The competition closes on June 30, so don't take too long in creating your masterpiece. Please put your age on your entry, as this will be taken into account.

Send your da Vinci to: MY COVER PAINTING IS SO GOOD YOU CAN SACK GARY HARROD COMP, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Yo mama!

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MEGAMART

Continued from page 45

SEGA MASTER SYSTEM twenty games light gun. Rapid fire extra joypad £340. Phone 0698 829342 call Alex after 6 o'clock.

SEGA MASTER SYSTEM plus two games and Lynx brand new with Paper boy for Mega drive call, Luke 081- 5002703.

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FOR SALE 48K Spectrum, joystick, interfale, 30-50 games. Price £50. Or swop for 2Nintenpo games. Phone 0202 693401 ask Stuart.

NINTENDO FOR SALE with Robot and Zaper plus five games. Please ring 050472 62760.

NINTENDO NEW superb condition, original packaging plus TMHT, Kid Icarus, Double Dragon II, Megaman I + II. £140 ask for Sam on 0272 781619.

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MEGADRIVE GAMES for sale unused UK Vermilion RRP £55 sell £33 Shadow Dancer RRP £40 sell £23 pair £52, phone Stefan 061-7669362.

SEGA MASTER SYSTEM 2 joypads, Light Phaser and 7 games worth £260. Boxed V.G.C., sell for £125, phone 0272 712891 (Darren).

SUPER FAMICOM Scart, 2 joysticks and five games Final Fight, Mario World, Gradius III, Big Run and Pilot Wings. All boxed in a perfect working condition with at least 9 months guarantee sell for £350 phone Justin on 081-981 9618. PC Engine Hand Held 15 games £300.

WANTED

WANTED Megadrive carts from £10- £15. Also Gameboy games from £5 will pay upto £15 for good games. Ring (0704) 532220 after 4pm. Also wanted Atari Lynx for £50 must be mint and in good condition plus games. Ring (0704) 532220 after 4pm.

WANTED'Grandstand' Console and Atari VCS2600 all decently priced offers considered. I want to make a collection of all consoles. All information on consoles past and present gratefully accepted. I am also interested in old computers. 26 Warwick Road, Mapperley Park, Nottingham.

BATMAN WANTED for Megadrive buy or trade. Tel Andy on 0723 375095.

USED CARTS WANTED I will pay up to £26 (Super Famicom) £17 (Megadrive) & £65 (Neo- Geo). Send any carts now to 21 Reens Cres, Heamoor, Penzance, Cornwall, TR18 3HW or Tel (0736) 50130 Payment sent same day I recieve cart (1st class).

MEAN MACHINES issue 3 wanted Will pay £5 with poster,' £4.50 without. Should be in good condition. Telephone Paul 0844 208680.

WANTED MEGADRIVE CARTS. I will pay £10- 20 for them, phone Nigel on 08242 4848 NOW! Good prices paid.

I WILL BUY your old Sega Master System games for £10 each: Psycho fox, Fire & Forget II, Wonderboy III, Chase HQ, Impossible Mission, R- Type, Super Monaco GP, Ultima IV Gölf Mania, American Baseball. Phone Robert on 0703 455081.

SWAP

MEGADRIVE GAMES various titles to swap. Ring Richard on 0274 572237 after 5 o'clock. Also some PC Engine games to swap.

FOR SWAP Forgotten Worlds, Dynamite Duke Strider. For John Madden's, Super Real Basketball or Super Monaco G.P. Contact Kevin 081-692 0835.

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SWAP MY MEGADRIVE with Joypad, Joystick and three games + every raze, Mean Machines (sorry) and complete guide to consoles magazine + a massive scalextric set for Super Famicom or PC Engine C. D. Rom, part exchange considered, phone 0242 512710.

I'D LIKE TO SWAP my Turtles for either World Wrestling or Mega Man. I also have Double Dragon 2 which I would also swap for Wrestling or Mega Man each game comes with box instructions etc. Contact me on 429 0044 Middlesex..

I WISH TO SWAP Batman for Super Mario Brothers I or II (for Nintendo) please contact David on 0229 66191.

WANTED! Issues 1-3 of Mean Machines. Will pay £3 per copy of £10 the lot. Phone Steve – 0204 76645 after 5pm.

GAMES FOR MEGADRIVE (not English), Super Famicom, Sega, Gameboy, Lynx, Nintendo, PC Engine. All for personal use. All games considered. Cal Simon Brown at 0705 750483 or send lists to 82 Highland Road, Portsmouth, Hants, PO4 9NF.

I WILL SWAP my Gameboy Robocop or Ghostbusters in for any other decent games in interested contact Kevin (081) 692 0835.

FOR SWAP Megadrive Japanese Convertor, Master System Convertor, 7 games, joypad, light phaser, joystick. For Amiga 500 Tel. Robert 081 841 9969 or for sale £250.

I WILL SWAP Megadrive Thunderforce II and Altered Beast. Both in mint condition, boxed with instructions for Super Hang On. Phone (041) 883 1775. Ask for Greg.

SWAP Turtles for Adv. of Link or Simons Quest for Lifeforce or Vise Versa. Phone (03552) 41016. Michael Flannigan.

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GAMEBOY GAMES wanted. Will pay £10 – £15 each. Also wanted Nes Games will pay £20 each. Contact jonathan on 0628 24348.

WANTED SEGA Mega Drive with any decent game like Dick Tracy below £50, phone 346111, ask for Matt, tele: 315 +.

WANTED ATARI LYNX games for a price you feel is suitable. Please phone 0306 881 384. For more information (eves).

MEGADRIVE games, English and Japanese. Send list and S.A.E. to Mark Tycack 19 Browne Road, Fulwell, Sunderland SR6 9HQ.

MEGA DRIVE wanted, good condition, English version with or without games. Preferably in Portsmouth area. Tel: Martin on 0705 598984.

WANTED ISSUE numbers one, two, three and four of Mean machines. Please phone between 7.30 p.m. and 9.00 p.m. Ken 0638 664849.

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SEGA GUN and game for any two of World Soccer, Wonderboy III, R-Type, Rocky, California Games. Ring 0699 2459 (Andrew).

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I WILL SWAP Rampage or Double Dragon for California Games, R-Type or Altered Beast. For Master System Phone 269560 (Nottingham).

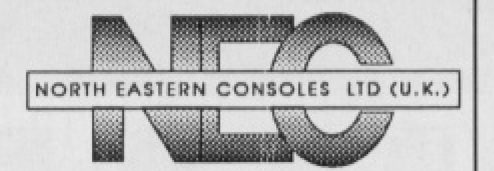
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ATTENTION Japanese Megadrive owners you can convert your Japanese text into English and change PAL Megadrives back to native speed (faster) with no electrical skill needed. Send cheque/Postal order £1.50 to Console Asglam 41 Spencer Avenue, Perton Wolvehamton WV6 7QQ.

ATART LYNX newsletter (free). For news reviews and tips. Send sae to Andrew, 63 Croftway, Selby N. Yorks YO8 9DD, Tel: 0757 704446.

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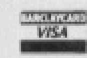
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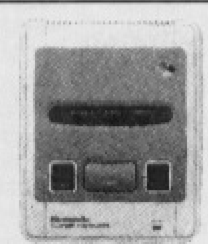


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TEENAGE MUTANT NINJA TURTLES

The Turtles are back in town! The evil Foot Clan has been up to its usual nasty tricks, and only Donatello, Michelangelo, Leonardo and Raphael have the skills to stop them and rescue poor April.

Starting in the streets of New York City, the player selects one of the Turtles to begin the search for the missing reporter. He then travels from left to right across the landscape, using his weapon to slash foes wherever they appear. Button B controls the jump, and each amphibian can somersault as well.

The action soon switches to the sewers, where the Heroes feel even more at home. Strange bird-like creatures attack and only the bravest of Turtles can hope to fight through and rescue his main squeeze!

EATIN' PIZZA

Every so often vanquished baddies leave behind useful goodies. These are in the form of slices of pizza that restore a few boxes of lost health. Although each Turtle starts with eight segments of life force, they tend to disappear rather rapidly...



COMMENT



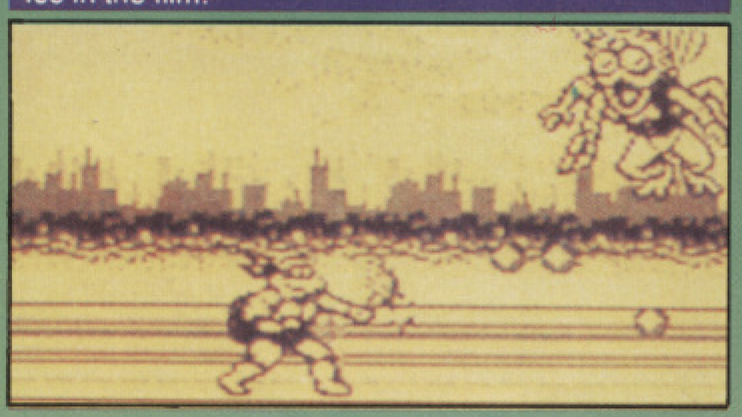
MATT

It's really hard to believe that another good Turtle game has been released, but Nintendo once again rise above the hype to give us a great slash 'em up. Foot Clan avoids the problems of the Gameboy by making the sprites large and well-defined, and the gameplay is fun even if a little repetitive after a while. One for Turtle fans everywhere!

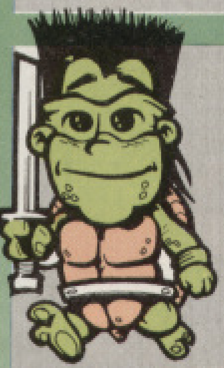


FILM FINGS

The second TMNT movie has been released already in the US, and has been an enormous success - it took over $20 million in the first week. This surprised many people who had decided that the craze was over! Look out for a special appearance from Vanilla Ice in the film.



COMMENT



JULIAN

This has got everything a turtle fan could ask for - great graphics, excellent sound and loads and loads of action! The game is thoroughly enjoyable, and offers plenty of challenge - even the most seasoned of beat 'em up fans will find the going tough! If you're into the heroes with half shells, put this at the top of your shopping list.

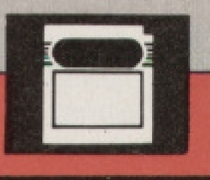


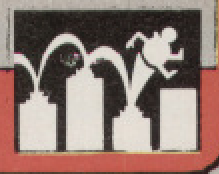
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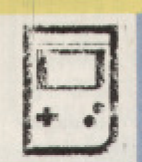
RATINGS

PRESENTATION	86%
GRAPHICS	88%
SOUND	90%
PLAYABILITY	83%
LASTABILITY	80%
OVERALL	88%









CHESS MASTER

The armies are prepared, so let the battle begin! The latest strategy cartridge to arrive on the Gameboy is one of the oldest games known to man - chess. Believed to come from the Middle East, it is a stylised form of armed conflict that has become the most sophisticated mental challenge in the world.

Chessmaster includes a host of options to determine the skill of the computer opponent and the speed of its reactions. A head-to-head link allows the ultimate conflict, against another human. If things are going really badly, changing sides with the computer can help to rescue the game.

A takeback option means that a silly blunder isn't automatically (as it would be in the real game), so amateurs and professionals alike can get benefit from this simulation.



ALL THE RIGHT MOVES

All the manoeuvres in chess are to be found in this version. En passant, taking a piece adjacent to a pawn, is here, as well as both castling moves. As the computer can be made to solve a game, and the board can be set up in any way you like this is excellent practice for serious chess players, as well as great fun for the slightly less committed!



SAVING GRACE

Chessmaster has a save option unlike the majority of Gameboy cartridges. This means that a game doesn't have to be finished in one sitting, so loading a position and playing part of the game every day on the bus becomes easy!

COMMENT

JULIAN

Clear graphics, superb presentation, a tutor mode and skill levels ranging from hopeless idiot to Grand Master make this a stunning Gameboy title, and one that you'll keep playing as long as you have a Gameboy to play it on. Not only is Chessmaster a superb chess game, it's more portable and more flexible than dedicated chess machines costing five times as much! If you've got the slightest interest in chess, you've simply got to get this (and don't show it to your Dad otherwise you'll never get your Gameboy back!).







COMMENT

MATT

My chess is a little rusty, but this game has rekindled my interest in it! This works so well on the Gameboy, and the graphics are clear and not confusing. This effectively turns the Gameboy into a great portable chess board with no chance of losing those fiddly plastic bits. Hooray!



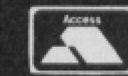
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RATINGS

PRESENTATION	96%
GRAPHICS	82%
SOUND	78%
PLAYABILITY	97%
LASTABILITY	98%
OVERALL	96%

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Electronic Arts and ourselves are holding a special John Madden's tournament this summer in which we'll be bringing together eight MEAN MACHINES readers who we think are the best John Madden players in the country, four of Electronic Arts' finest players, PLUS (cue drum roll) the four MEAN MACHINES' staff (Gaz 'n' Jaz reckon they can take anybody on) to play against one another in a tense and exciting Championship.

The winner of the tournament will be declared the Official British John Madden's Champion (and will win a pretty whizzo prize in the process, unless he's a MEAN MACHINES or EA person whereupon the prize will go to the highest-placed reader).

THE RULES

To enter the competition, we want you to record your highest score against an ALL MADDEN's computer team. We'll take your word for the score - after all, if you're a crap player and you lie about your score, you'll be sussed out in the tournament when you get completely and utterly defeated by EA and MEAN MACHINES champions (and laughed at a lot in the magazine).

Once you've recorded your score, choose your favourite team which you would like to play with during the tournament (you're not allowed to choose ALL MADDEN'S - if you do your entry will be disqualified).

The only rule during your game is that on-side kicks are banned - ie no instant kick-off recoveries. Otherwise normal tactics apply.

The eight best players will win an all-expenses paid trip to London this summer to partake in the tournament, a full day's action including lunch and a chance to meet and talk to the MEAN MACHINES team and Electronic Arts staff. Players will also receive a very expensive American Football shirt of their chosen team to wear during the tournament (so make sure you're happy with the team you choose to play with).

THE PRIZES

The highest-placed reader in the tournament will receive a portable television and video cassette recorder, and the second highest placed reader will win a portable television.

Send your entry to: I'M HARD ENOUGH TO ENTER THE JOHN MADDEN'S CHAMPIONSHIP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is June 30. We'll be contacting the finalists soon after. By the way, don't call us - if you're any good, we'll call you.

THE TOURNAMENT

I'M HARD - ENTER ME IN THE JOHN MADDEN'S CHAMPIONSHIP

MY TEAM IN THE TOURNAMENT WILL BE ....

THE RESULT OF MY MATCH AGAINST A COMPUTER ALL MADDEN'S TEAM WAS:

MY TEAM ....

ALL MADDEN'S..

NAME..

ADDRESS ....

....

AGE ....

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IRONSW

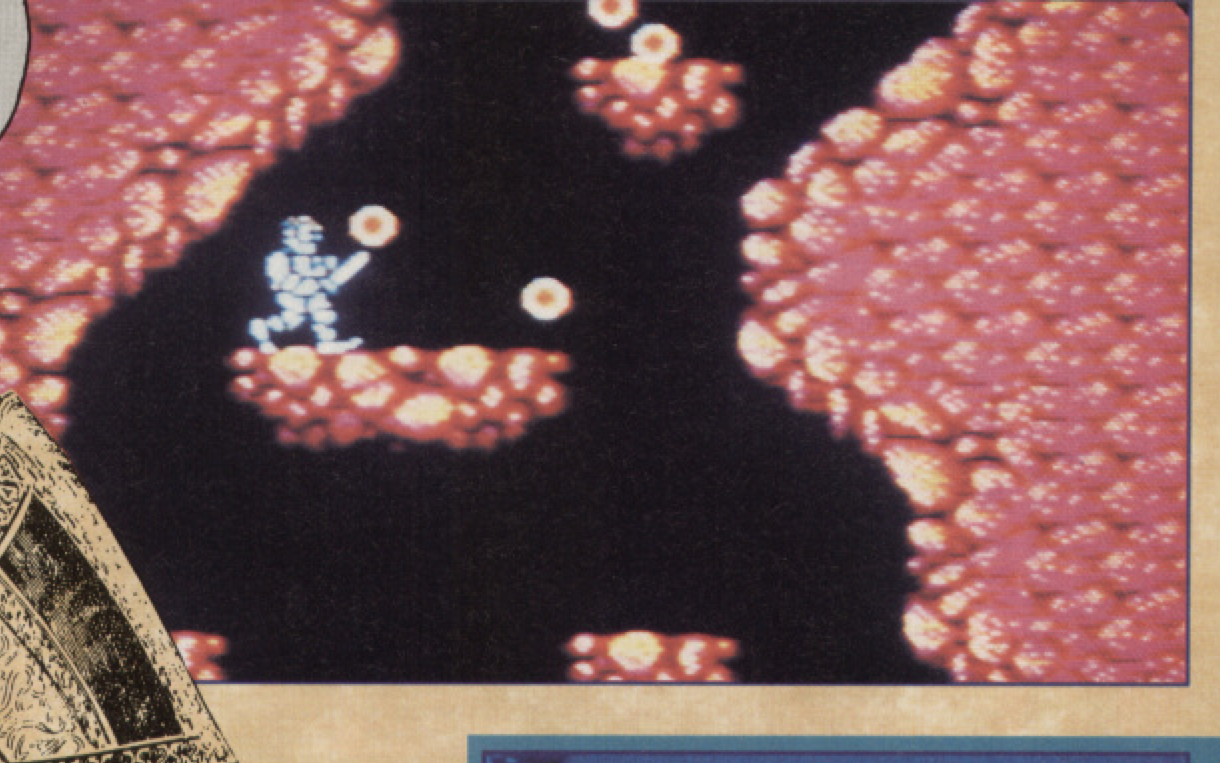
WIZARDS AND W

Malkil's back and he's not very happy! After his humiliating defeat the first time around, the Evil One has sworn revenge and enlisted the elemental forces of Wind, Water, Fire and Earth to his side. Only one man can defeat these monstrosities; Kuros the mighty warrior. He is dedicated to recovering the four sections of the fabled Iron Sword from the land of Sindarin!

Battling through the four elemental planes, Kuros faces repulsive creatures and fiendish platforms. Luckily there are plenty of useful items scattered about the landscape, such as gems, coins, weapons and food (to recover lost energy). Some things are hidden in chests or in secret caverns, so Kuros has to carefully search each area before confronting the final guardian.

The Inns provide a welcome rest from the slaughter, and the chance to buy handy items like food and spells. There's also a bonus game in which a ball falls down to a random cup - if Kuros bets correctly, he gets 290 coins, but if he's wrong he loses 100!

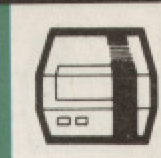
As the hero progresses the challenge gets increasingly tough. Yet with the fate of the world resting on his shoulders, he cannot afford to give up!





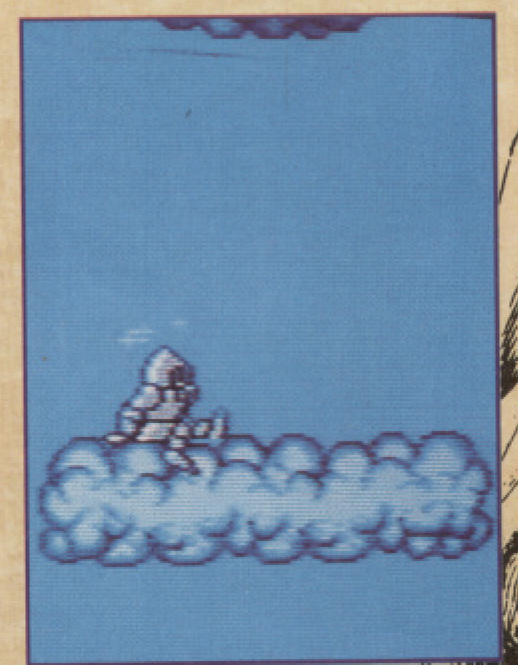
ZEN AND THE ART OF SCORING

Killing the horrid monsters is an effective way of gaining points, apart from grabbing gems and the like. Watch out for those monsters that can't be killed: these include the Skull and Crossbones on the wind level, the Steam Cloud on the water level, and the Floor Flames on the fire level. The Elementals on Icefire Mountain, though, are worth a whopping 20,500 points each...

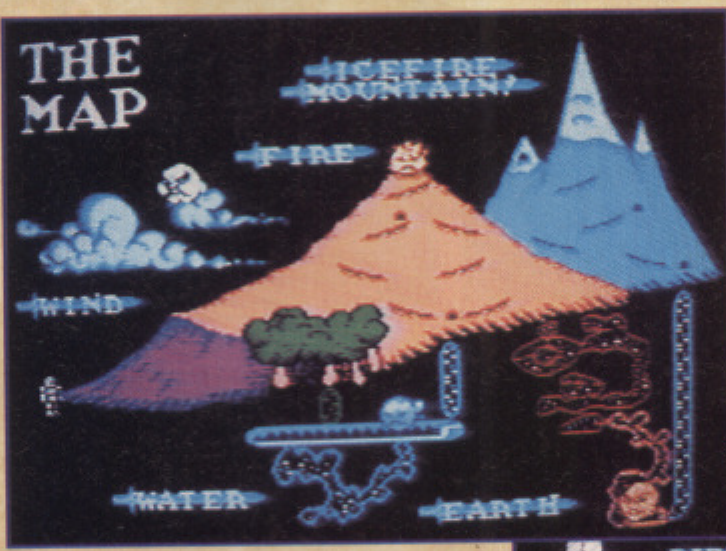




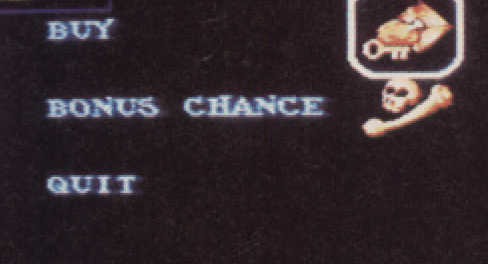
WORD WARRIORS II













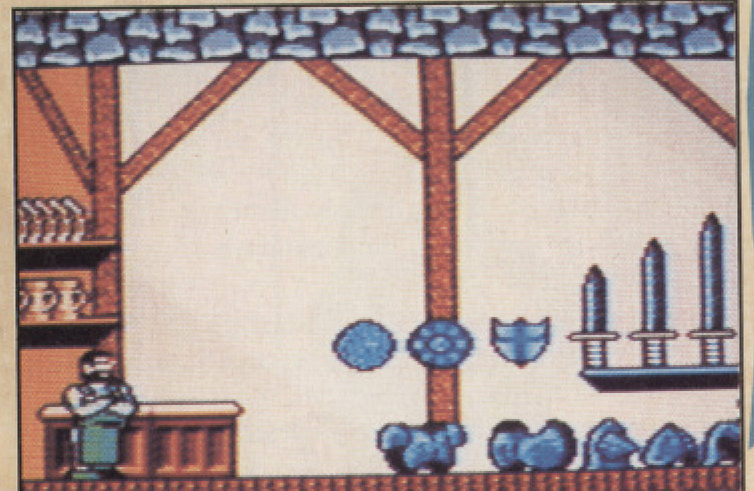




COMMENT

I'm afraid that this didn't impress me a great deal. Agreed, it's a nice game and fun to play, but I can't help thinking that we've seen it all before. Duck Tales and Gremlins II are better platform games, and have a more original approach. How many times are console owners going to be sent to find X pieces of a magic sword? Still, the game has its merits, and it's fun to play - although not being able to hit baddies while jumping is a major problem. But if platform games are your bag then it may be a good idea to have a look at this.





LOOKING AT CHESTS

The huge chests in the game hold a variety of fun objects - and sometimes booby prizes. Diamond swords, helmets and shields are there for the taking, but even better are the Relics of Sindarin; these are items of great power (and worth tons of points!). Keys are needed to open locked chests of course, so don't miss any. Most importantly, remember the Seven League Boots, because without them Kuros will never get to Icefire Mountain!









COMMENT



JULIAN

Wizards and Warriors was a fun game, but it didn't exactly set the world on fire. The same can be said about this sequel. It's tough, challenging and features some excellent graphics, but doesn't exactly ooze original features. There are so many brilliant platform games on the Nintendo, a game of this type really needs something special to make it a vital addition to your software collection. Megaman and Megaman II had it, and so did Mario II and Duck Tails. This one unfortunately hasn't. It's not that it's a bad game - on any other console this would be seen as brilliant - it's just that there are several better ones than this available on the Nintendo. If you're a platform fan, check this out by all means, but not before you've had a look at the other games I mentioned.

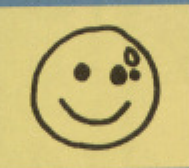
LEARN TO SPELL

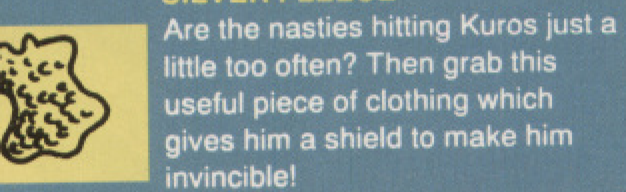
Using magic is the key to completing the game successfully. Here's a list of some of the spells, but bear in mind that some have to be bought and others are hidden around the landscape!



SLUMBER
If the foes are moving quickly, then this handy scroll slows them down to a more manageable speed!

FAMILIAR
This turns enemies into coins that help to buy extra goodies at the Inn. Let's hope the wallet's big enough!





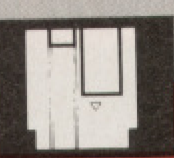
SILVER FLEECE
Are the nasties hitting Kuros just a little too often? Then grab this useful piece of clothing which gives him a shield to make him invincible!



BY: ACCLAIM
PRICE: £34.99
RELEASE DATE: JUNE
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GOOD









PRESENTATION 83%
Pleasant intro screens and a password system greet the player, before the action starts in earnest.

GRAPHICS 76%
Kuros is animated cleverly, and dies in an amusing way. The backgrounds are slightly bland, though.

SOUND 73%
Fairly good tunes and effects which fit the action well.

PLAYABILITY 80%
Controlling the hero is a bit awkward at first, but once you learn the game is easy to get into.

LASTABILITY 75%
This is a tough game, and it won't be easy to fight through to the final conflict.

OVERALL 77%
A fun but ultimately limited game that will appeal to platform fans.

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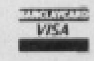
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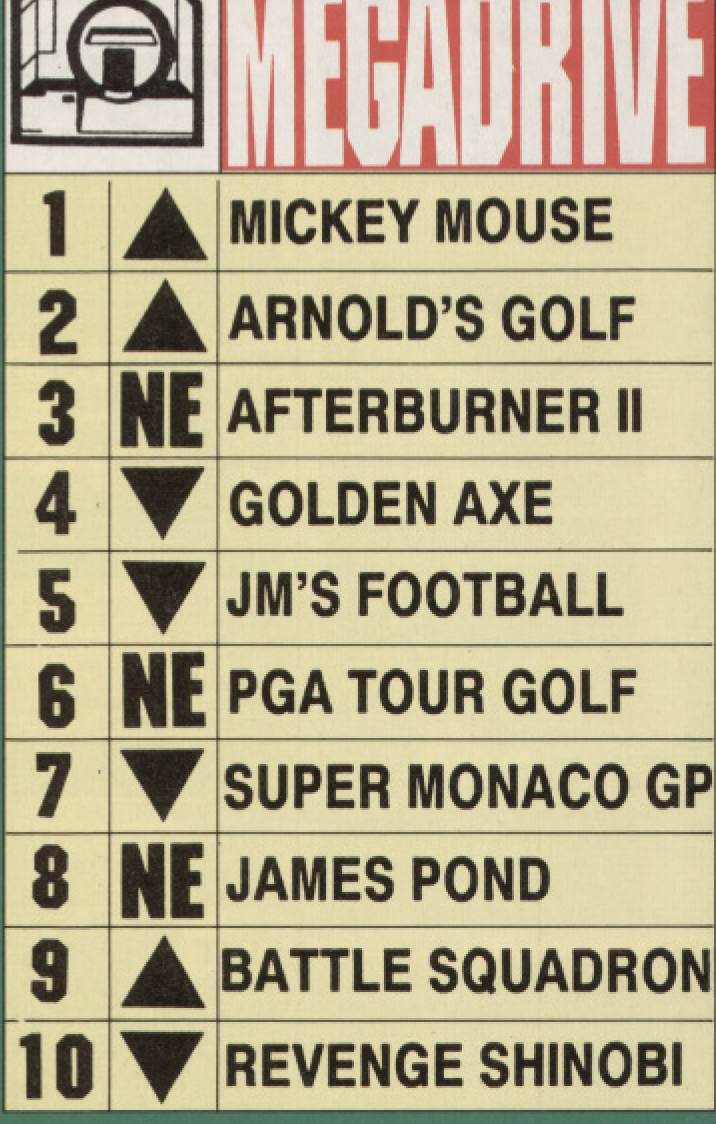
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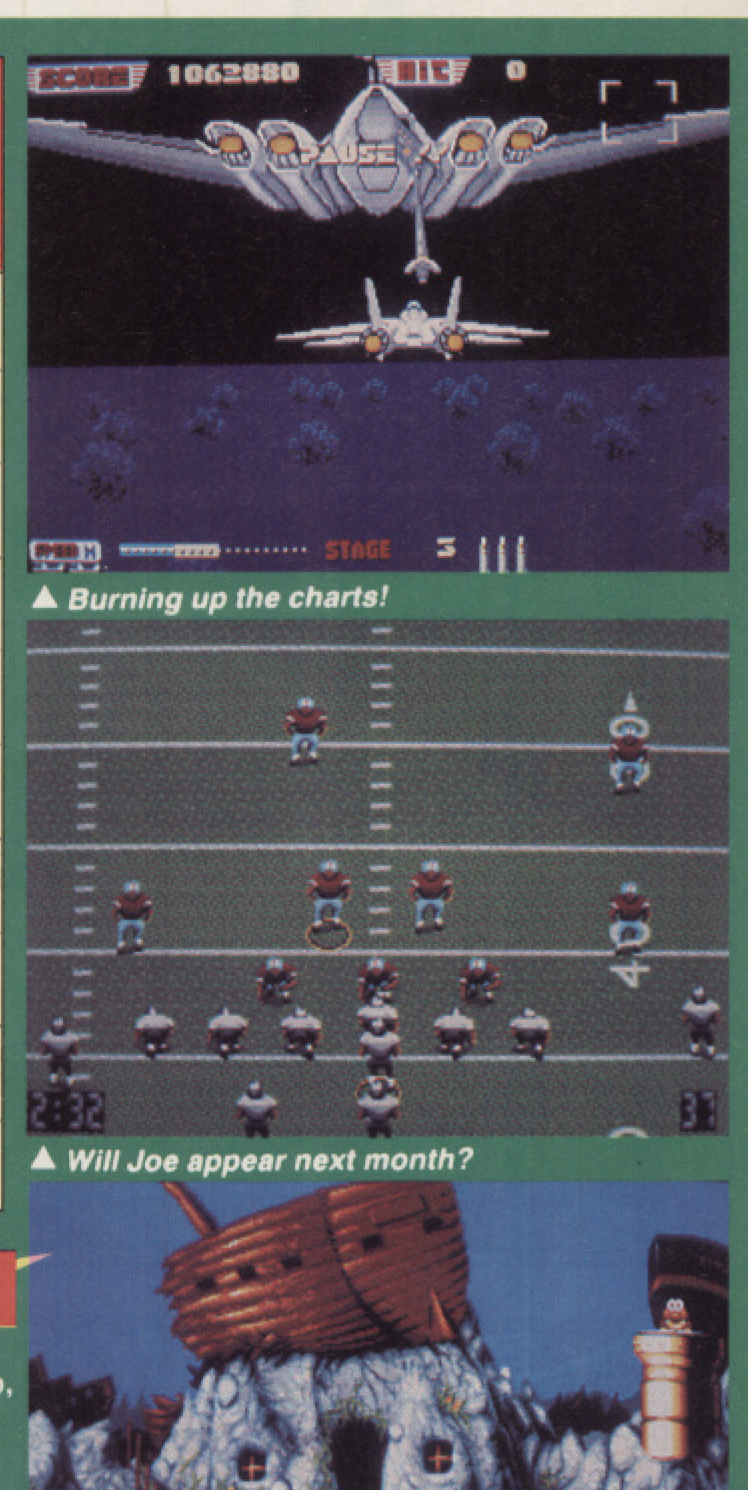


TOP 10 CHARTS



MEGADRIVE

1	▲	MICKEY MOUSE
2	▲	ARNOLD'S GOLF
3	NE	AFTERBURNER II
4	▼	GOLDEN AXE
5	▼	JM'S FOOTBALL
6	NE	PGA TOUR GOLF
7	▼	SUPER MONACO GP
8	NE	JAMES POND
9	▲	BATTLE SQUADRON
10	▼	REVENGE SHINOBI



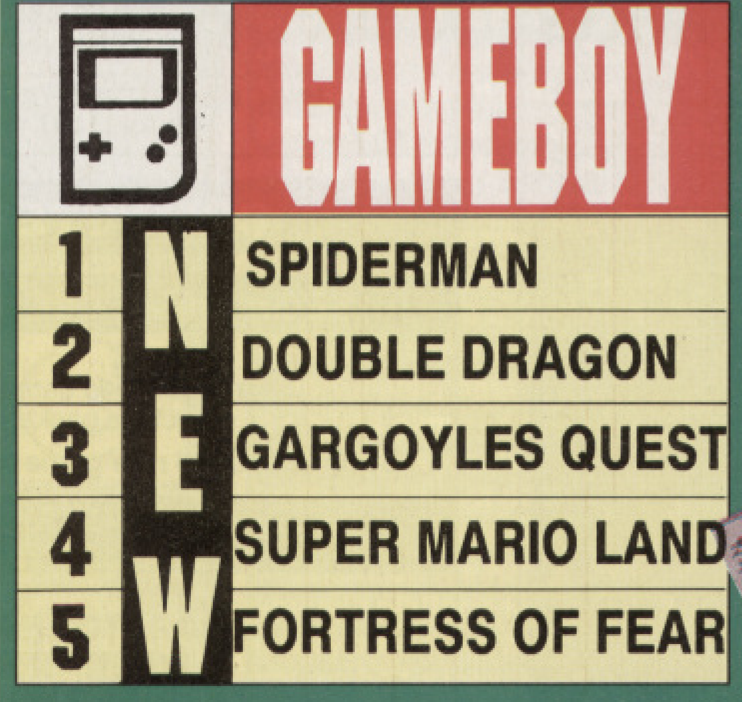
▲ Burning up the charts!

▲ Will Joe appear next month?

▲ Pond, destined for success,

MEGADRIVE

As we predicted, Mickey's gone straight to the top, and we couldn't wish it on a nicer rodent. Arnold Palmer's Golf continues its ascent, although PGA Tour Golf is bound to knock it off its position. Afterburner II barrel rolls into the third place and will no doubt stay in the charts for some time! It's herd to say whether James Pond will manage to linger for long, though. WC Italia 90 has vanished at last, and will be missed by absolutely nobody.

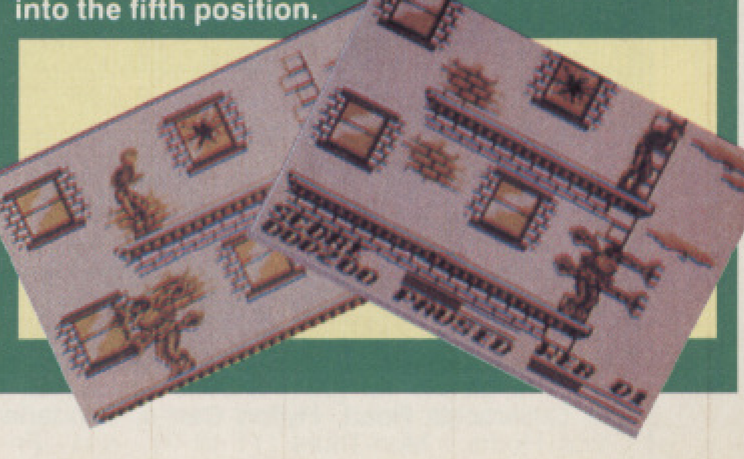


GAMEBOY

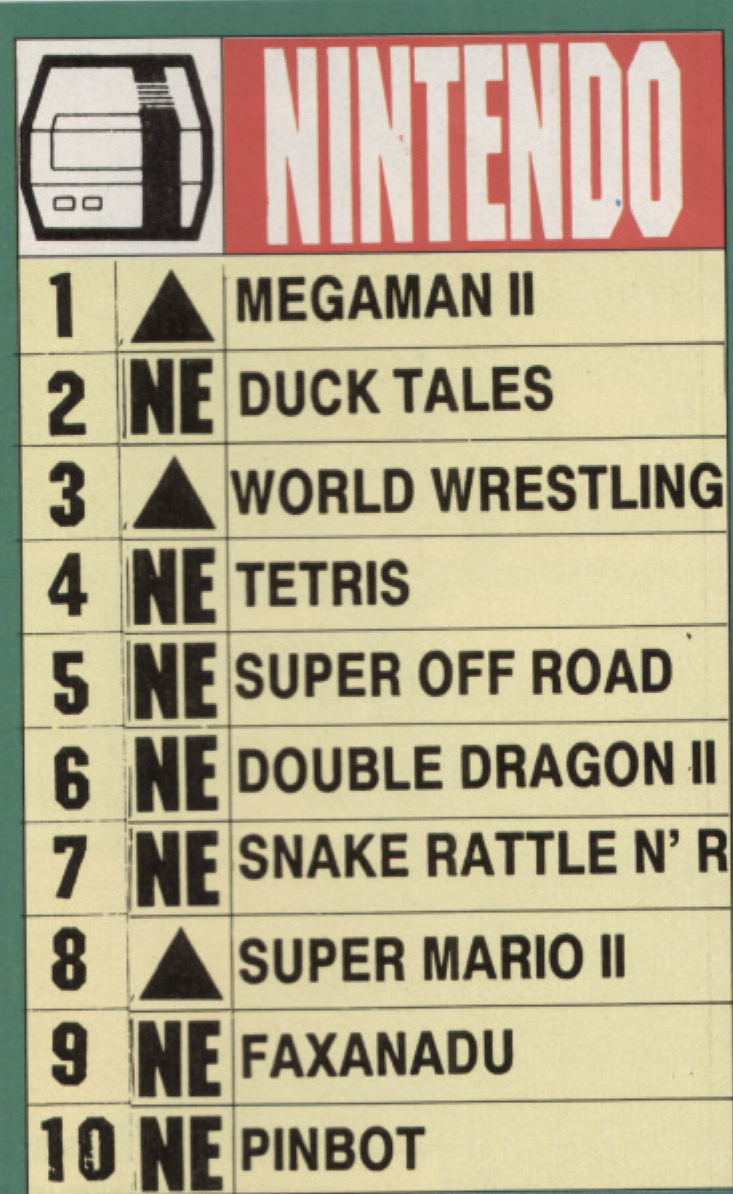
1	N	SPIDERMAN
2	E	DOUBLE DRAGON
3	W	GARGOYLES QUEST
4		SUPER MARIO LAND
5		FORTRESS OF FEAR

GAMEBOY

Our very first official Gameboy chart! The graphically-stupendous Spidey is the top dog (or arachnid in this case), with Billy and Jimmy punching their way to the second slot. Our fave, Mario Land, is still in the chart months after its release, proving that quality makes good sales. Wizards and Warriors II - Fortress of Fear scrapes into the fifth position.



ALL FORMATS

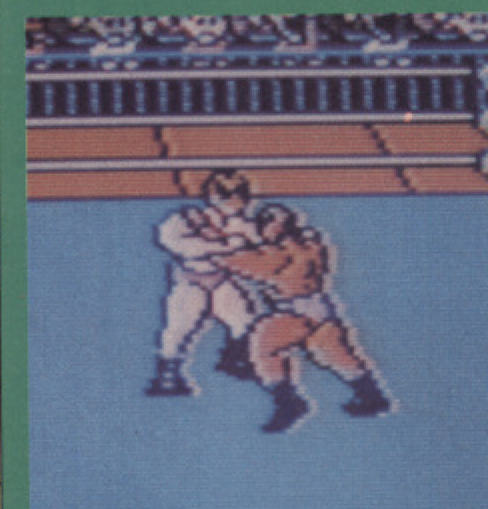


		NINTENDO
1	▲	MEGAMAN II
2	NE	DUCK TALES
3	▲	WORLD WRESTLING
4	NE	TETRIS
5	NE	SUPER OFF ROAD
6	NE	DOUBLE DRAGON II
7	NE	SNAKE RATTLE N' R
8	▲	SUPER MARIO II
9	NE	FAXANADU
10	NE	PINBOT

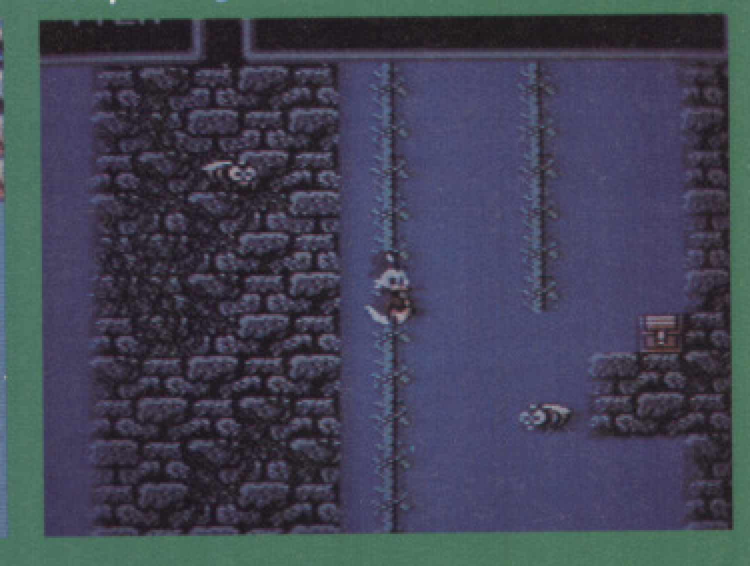
NINTENDO

What excitement! The big news this month is Super Mario II plummeting from the premier place to number 10, making way for the fabulous Megaman II. Duck Tales comes in straight to number two, with Zelda disappearing from the planet. Tetris is a welcome addition to the charts, and Snake Rattle 'n' Roll proves that you do have taste after all. Hello to the lovely Pinbot too.

▲ *A quacking hit!*



▲ *Wrestling keeps climbing.*





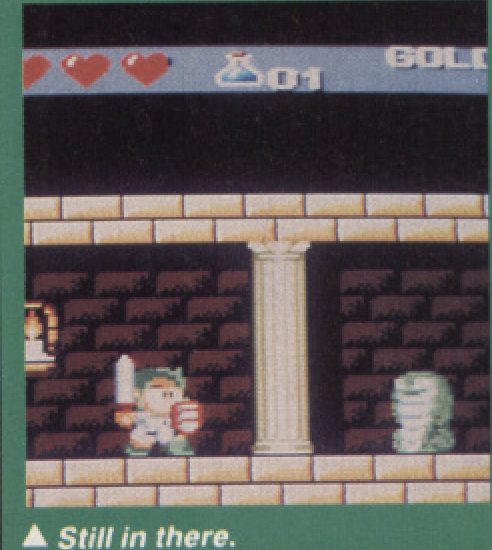
		SEGA
1	◀	MICKEY MOUSE
2	▲	INDIANA JONES
3	NE	DICK TRACY
4	▲	IMPOSS MISSION
5	▼	GOLDEN AXE
6	NE	HI W BOXING
7	▼	NINJA
8	▼	WORLD SOCCER
9	◀	PAPERBOY
10	▼	WONDERBOY III

MASTER SYSTEM

Our lad the mouse holds on to the numero uno position, although there's very little out there to pose much of a threat. Dick Tracy is doing very well and no doubt will feature strongly for some while. The US Gold titles are still performing with Indy moving up two places. Doesn't look like anyone's buying Cyber Shinobi, probably because they've got more sense than money.



▲ *Dick goes right in there.*

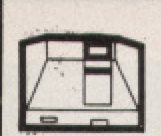


▲ *Still in there.*



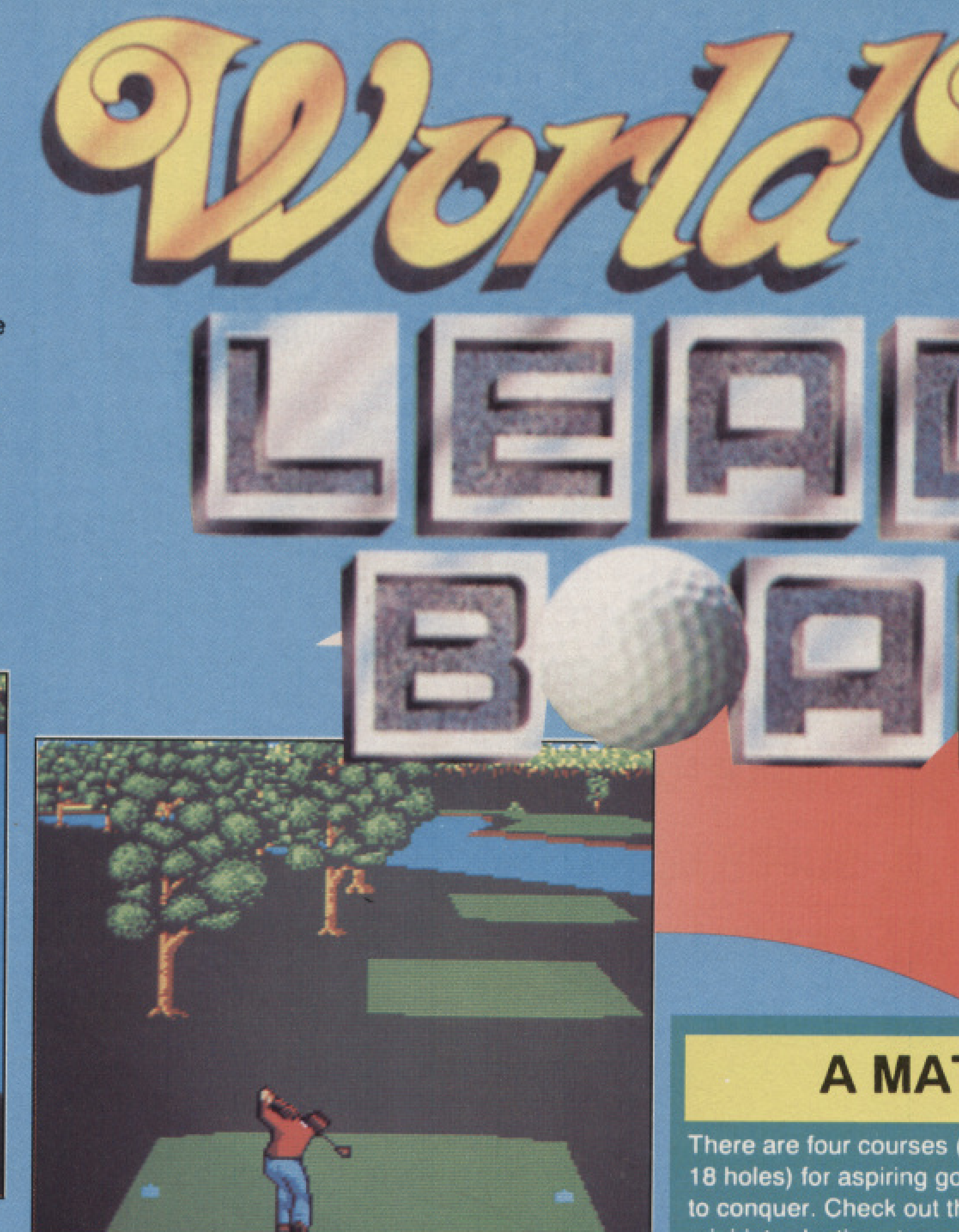
▲ *Mickey still reigns supreme.*

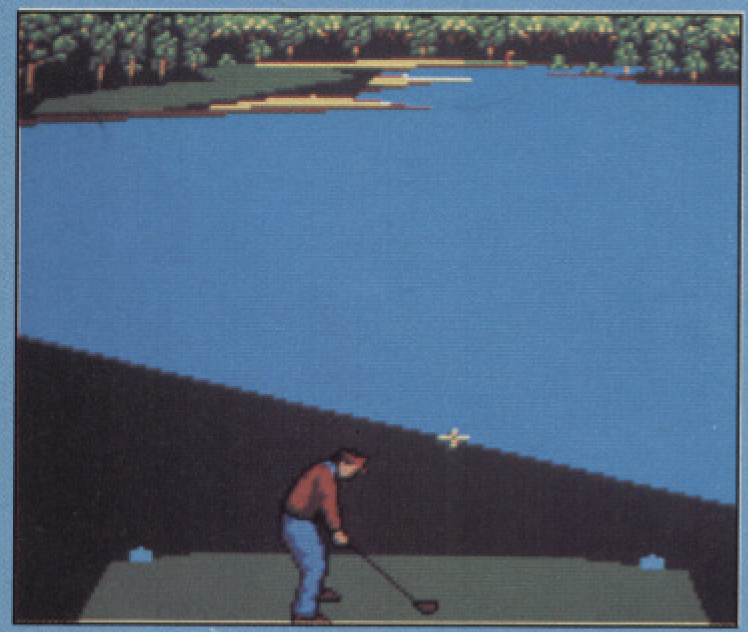


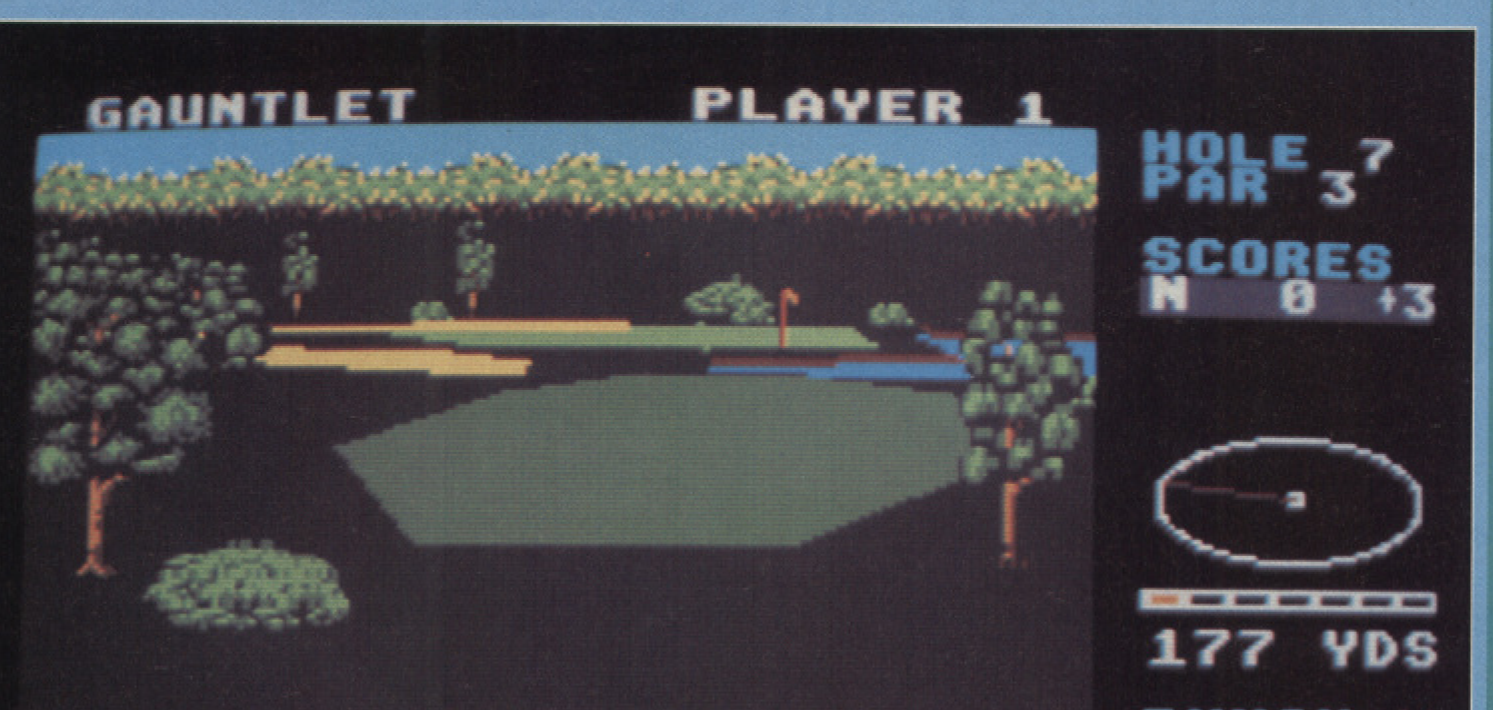


World Class Leaderboard offers would-be Nick Faldos the chance to play their favourite sport without the need to shell out for expensive clubs or risk a potentially lethal meeting with Brucie on the green. As always with golf, the object is simple. Just hit your hard, white, dimpled ball in the direction of the green. Each course has a par (the amount of shots you should need to hole the ball), and the player who uses the fewest possible shots is deemed the winner.

This Sega conversion of the ageing C64 classic offers up to four golfing heroes the chance to challenge each other on four of the World's most demanding courses! Just watch out for the bunkers, trees and lakes - they have a tendency to get in the way of your potentially awesome shots. Oh yes, and let's hope it's not a windy day!







A MATTER

There are four courses (each with 18 holes) for aspiring golfing aces to conquer. Check out these mini-introductions to each.



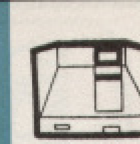
DORAL

A pretty tough course, with loads of bunkers, trees and large lakes. However, most of the par limits are pretty easy to meet.



THE GAUNTLET:

18 holes of pure hell! Everything possible has been included to make these some of the most demanding holes of Golf you'll ever play!




Class

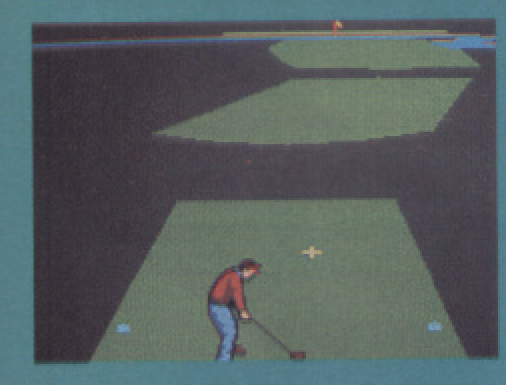


COMMENT

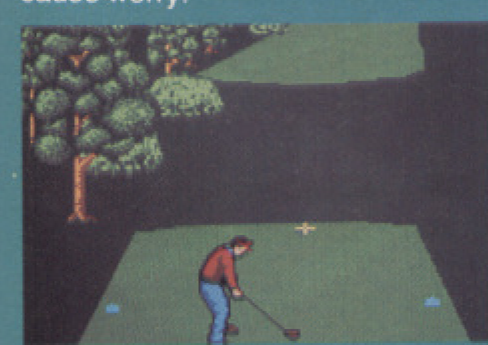
MATT

The office still hasn't calmed down from the arrival of PGA Tour Golf last month on the Megadrive, so being a bit of a golfing fan I expected rather a lot from World Class Leaderboard. US Gold haven't disappointed us one little bit! Although the graphics are quite slow, all of the skill, timing and atmosphere of real golf has been successfully captured. Invite a few more players around for a game and the competitive atmosphere really hots up. The graphics and sound are both superlative (especially the great sampled effects and speech) and are merely the icing on a pretty special cake. I had a look at Golfamania and Great Golf for comparison, but World Class Leaderboard is simply far superior. Whether you're a golfing fan or not, World Class Leaderboard is thirty quid well spent.

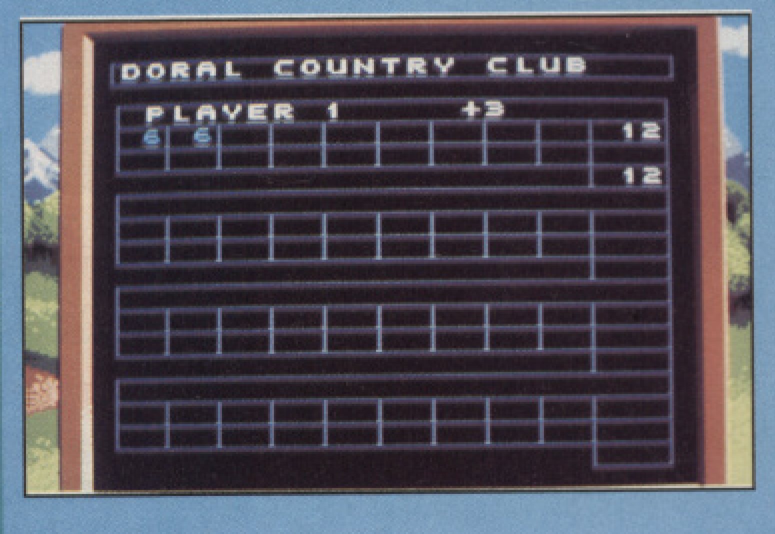
OF COURSE

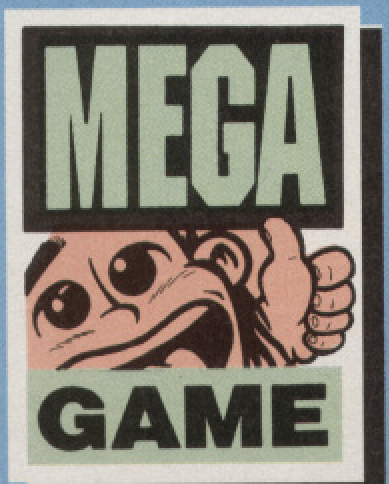


ST ANDREWS
One of the World's most famous golf courses is replicated in this Sega game. A fairly straightforward course with only water and the occasional bunker to cause worry.



CYPRESS CREEK
Trees and bushes are your worst enemies at Cyprus Creek. Cunning play is required to reach the end of this hole on par.



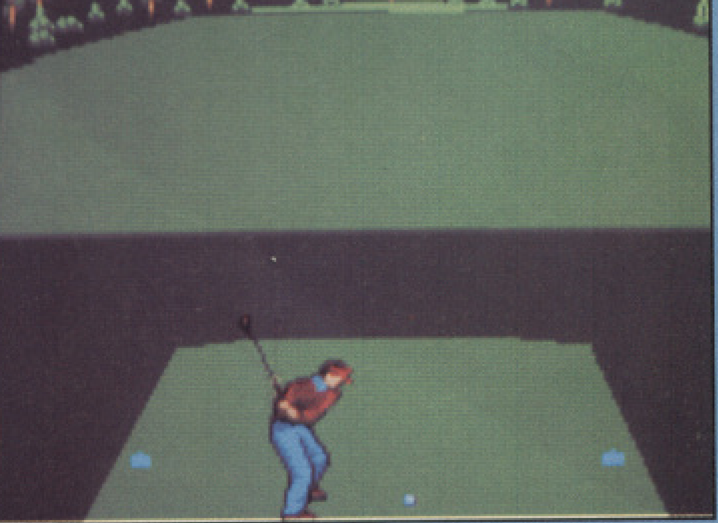




SAMPLED INTIMIDATION

US Gold have added to the original C64 game by adding in some sampled speech and effects. Hit the ball straight into the bunker and you can expect to hear "No doubt about it! That's deep in the sand trap!". If you're unfortunate enough to lose the ball in the water, your Sega congratulates you with "You can't be too happy about that one!". There's also liberal dollops of sampled applause to astound and amaze.





PUTT OFF TO PERFECTION

If you're worried that your golfing skills are below par (groan), then it's time to sally off to the putting green and the driving range. Here, you can hone those pitching and putting strokes to perfection - and with the courses in this game, you certainly need them!

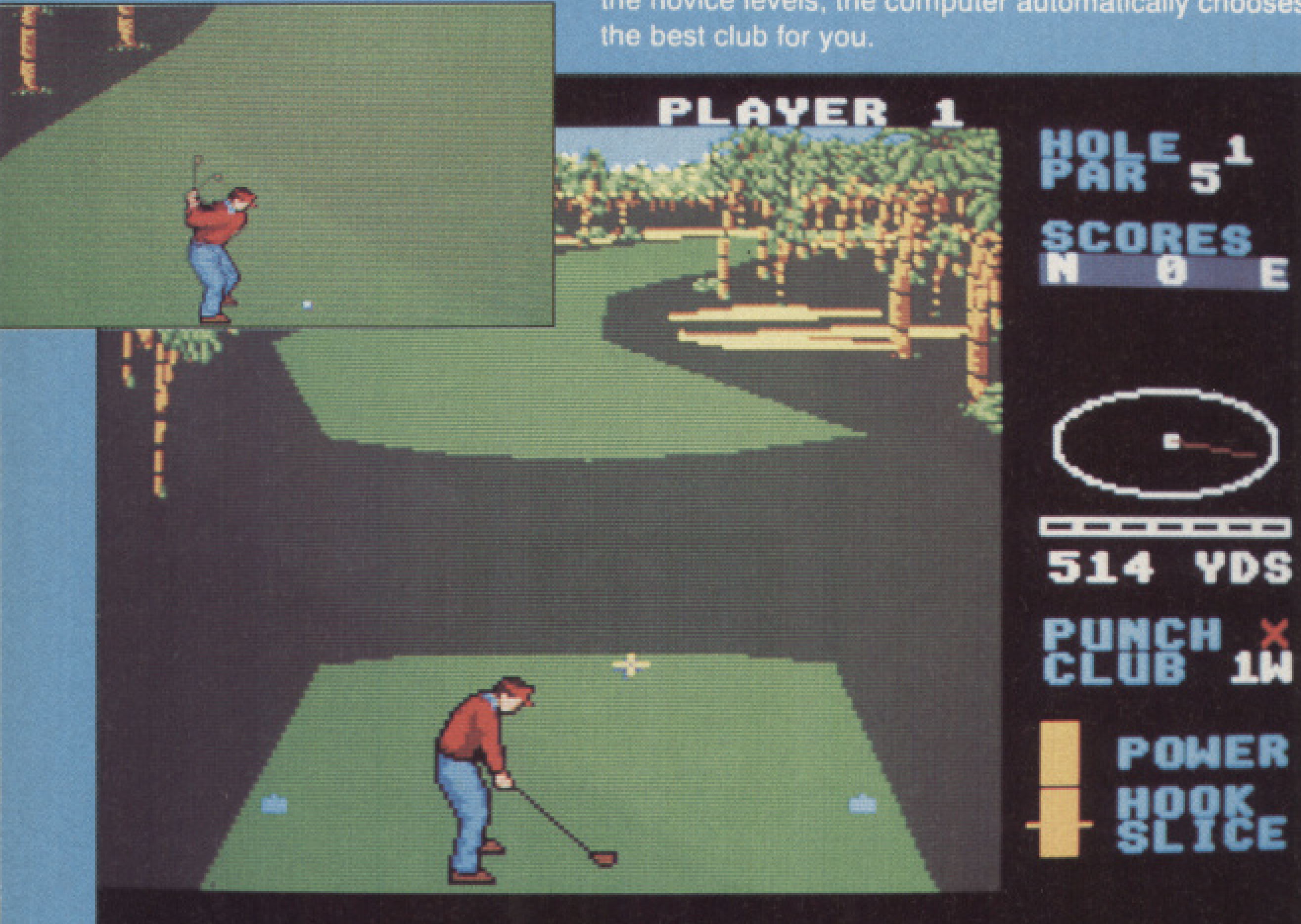






CLUBS 'R' US

Your caddy carries around all of your clubs and for each shot, you have to choose which one is suited to your needs. If it's a real distance to the green, the chances are you should use the number one wood club. The number five iron comes in handy for medium distances whilst your putting wedge is just the ticket for putting the little blighter straight into the hole. On the novice levels, the computer automatically chooses the best club for you.



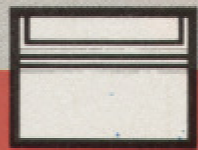


BY: US GOLD

PRICE: £29.99

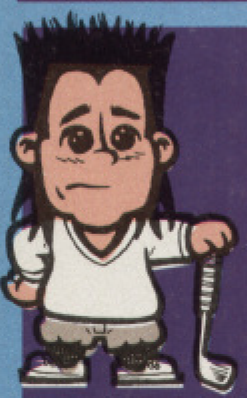
RELEASE DATE: JUNE
GAME DIFFICULTY: TRICKY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: TEE-RIFFIC







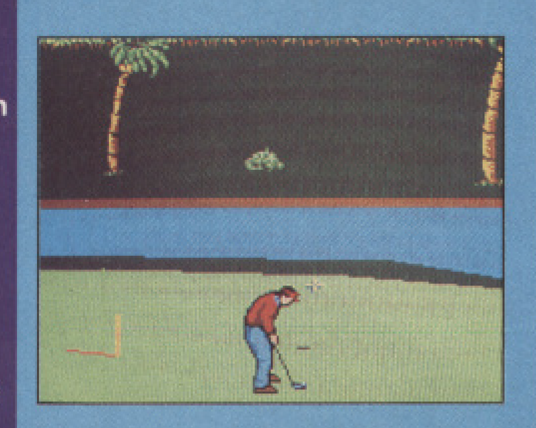
COMMENT



JULIAN

Programmers Tiertex have certainly come up with the goods here! World Class Leaderboard is a superb golf game - one of the best you're likely to play! With four ultra-challenging courses, a multi-player option, great graphics and even some sampled sound effects thrown in for good measure, this oozes quality, playability and longevity. The control method is excellent - it's easy to use, but is designed so that only experts can really place their shots exactly where they want them to go - and the courses are well chosen to thoroughly test the player's on-screen skills. The nature of this game means that it never becomes dull; trying to beat your par is a challenge you'll go back to weeks, months and even years after you first played it - I know because I still occasionally play the original Leaderboard, and that's over five years old! If you're after a high quality sports simulation, send your caddy out for a copy of this!





PRESENTATION 79%

Rather banal opening screens, but the game itself has loads of options to tinker with.

GRAPHICS 92%

The 3D screen is a bit slow to build up, but the results are well worth it.

SOUND 94%

Generous lashings of sampled speech and brilliant effects. An above average tune is thrown in for good measure.

PLAYABILITY 93%

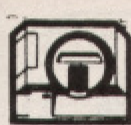
Simple to get into and addictive from the outset.

LASTABILITY 92%

Four sprawling courses and a four-player option give this loads of lasting appeal.

OVERALL 92%

The best Sega golfing game by far, and one to snap up as soon as possible!

SWORD OF VERMILION

King Tsarkon never gets invited to parties. He's laughed at by the girls and even his own mother pretends she's never met him when they see each other on the street. He's so angry at all this, he's conquered the world and killed the rightful King of Excalabria. He's quite sensitive, you see.

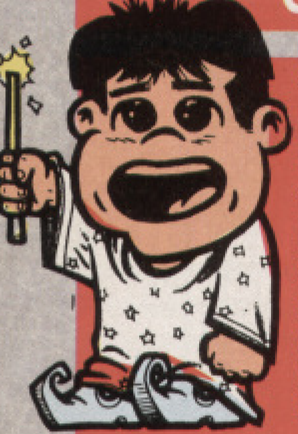
Years later, our hero, who's been raised by the King's trusted friend Blade, finds out that the latter isn't really his father - he is the heir to the throne and the person charged with the responsibility of overthrowing Tsarkon's evil domain. Preferably before teatime.

Our hero (who isn't given a name, but let's call him Thomas) has 200 Kims, the local unit of currency with which to outfit himself and guard against the slimy denizens of the local forests and caverns, not to mention the Poll Tax Bailiff. Killing monsters gives Thomas more money, which he spends on armour, weapons, healing herbs and magic spells. Each town or village has a quest of one form or another to complete before he reaches the final challenge of defeating Tsarkon; by then he'll need to be a cross between Jackie Chan and Paul Daniels to stand a chance of gaining victory.

Extra equipment lies around the world of Excalabria, including the fabled Sword of Vermilion, the best weapon around. Things are never what they seem, for example the king of one of the towns has a nasty habit of turning into a huge dragon. The doctors can't help him,so it's up to the hero to perform some surgery with a sharp sword. If he's got the power, that is....


▲ Water way to start the game!

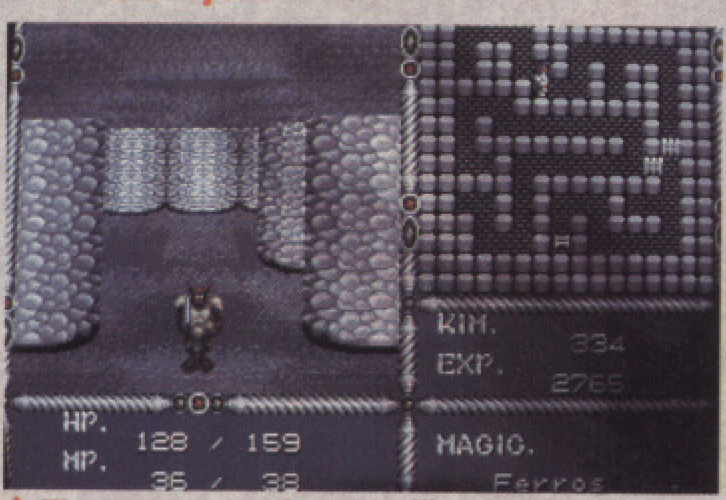
COMMENT



MATT

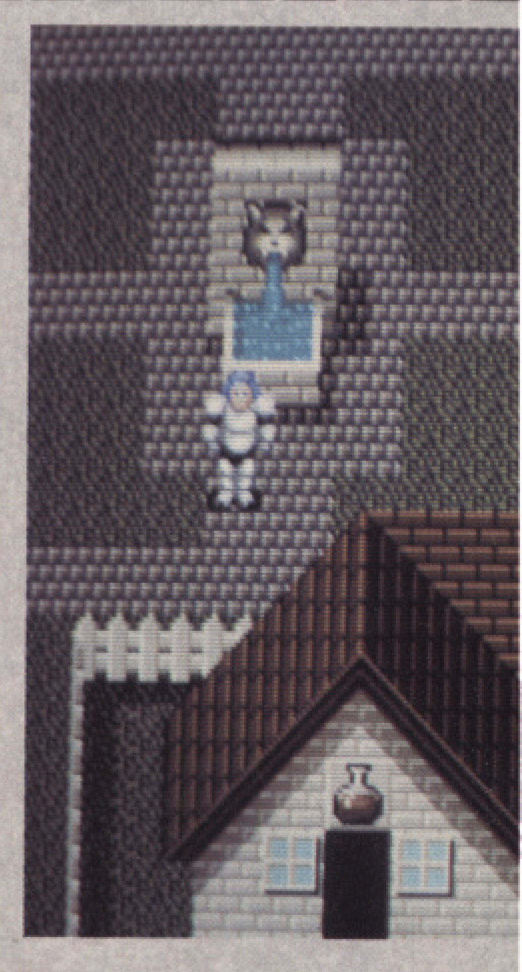
Sword of Vermilion is easily the best RPG yet released on the Megadrive; its graphics are excellent, and the playability is of a high standard. I especially like the way that every character in the game can be talked to: this adds a great deal of interaction. The hint book helps to let players get into the game quickly, but I can't see why it has to give ALL the answers; surely the player should have to discover some things for himself. The main problem is, of course, the massive price tag. It's hard to recommend a game that costs half a ton, when there are so many other good Megadrive games. Still, I have to say this is an excellent product!

▲ Talk to everyone in the towns for extra info.



▲ The entrance to the next village.





THE VILLAGE PEOPLE

Every town and village is populated with a large number of citizens, all of whom are willing to chat. Often the talk is just gossip, but sometimes vital information is blurted out. The buildings have individual uses, and here's a quick rundown on the most important:

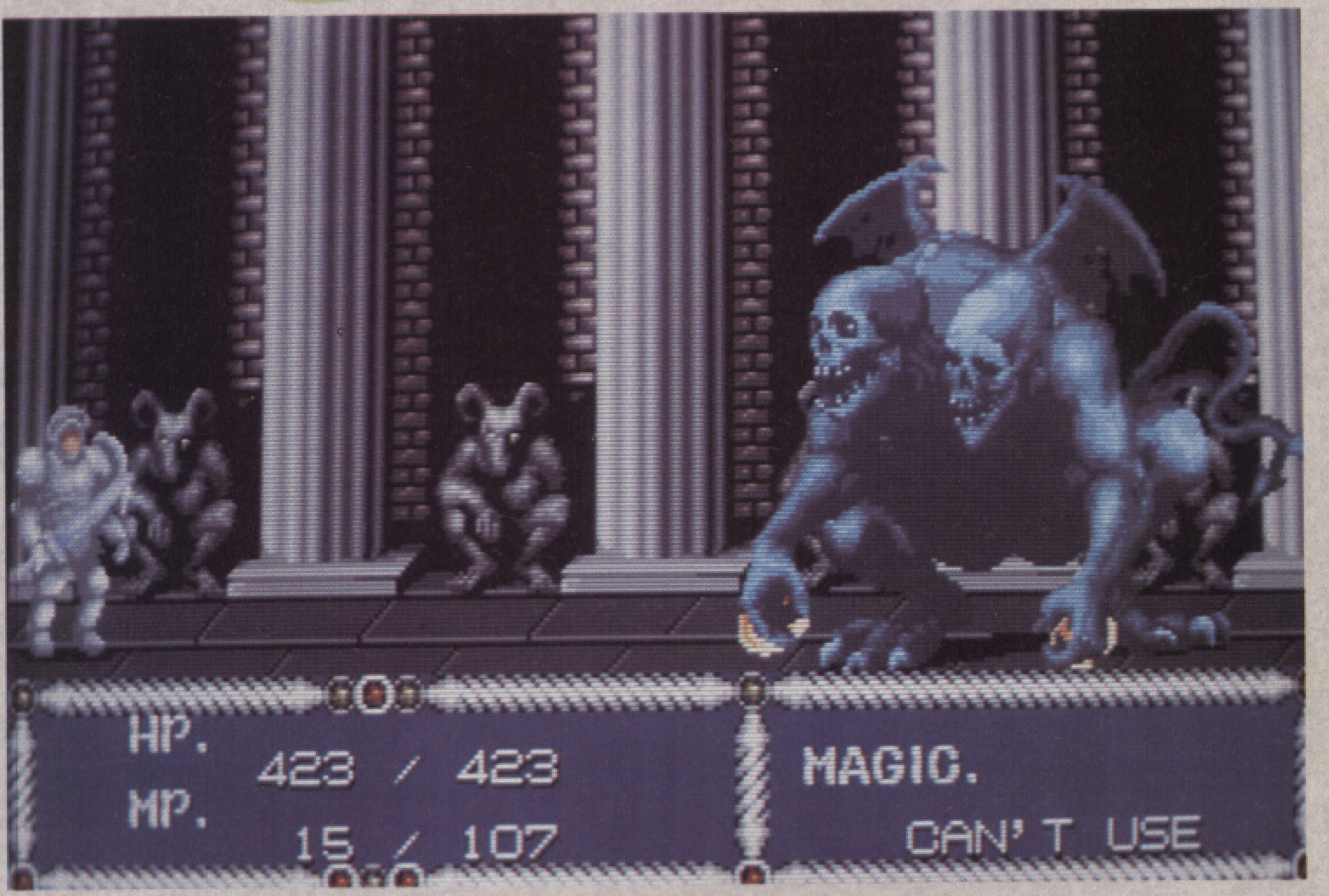


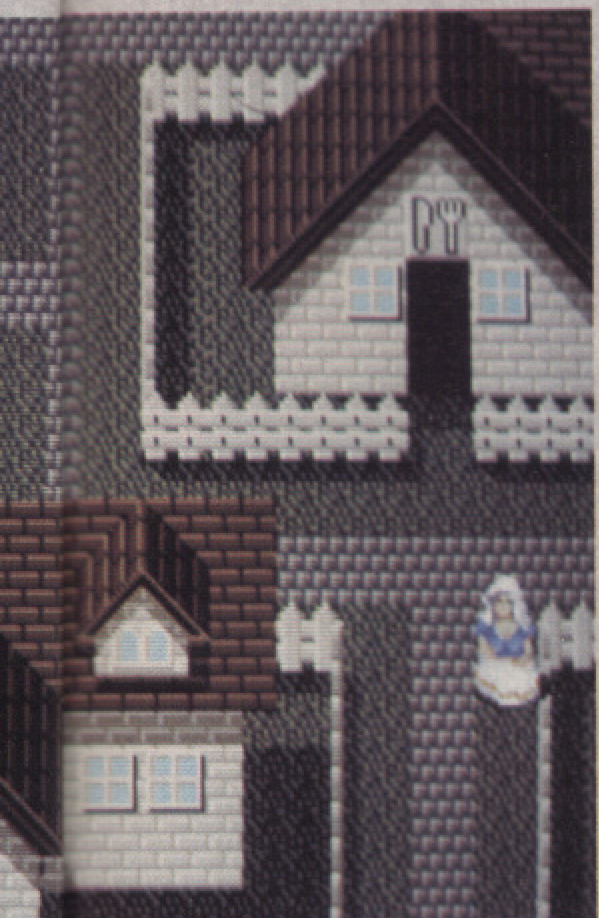


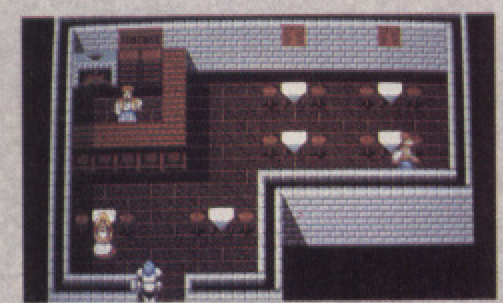
BIG ONES ARE MORE JUICY

The bosses that Prince faces are usually on the large side. For example the Dark Demon in the Ivory Cave is a huge blue creature that flaps around on wings, attacking viciously. The first monster in the game is the Ice Dragon in the castle at Parma (a rather hammy hamlet). Defeat him to gain the Ring of Heaven; now there's only six more Rings of Good to find!



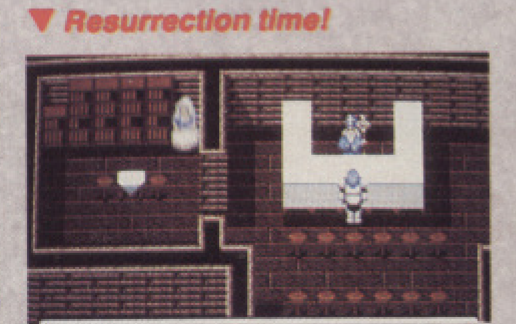






▲ *Grab some grub!*

▼ *Resurrection time!*

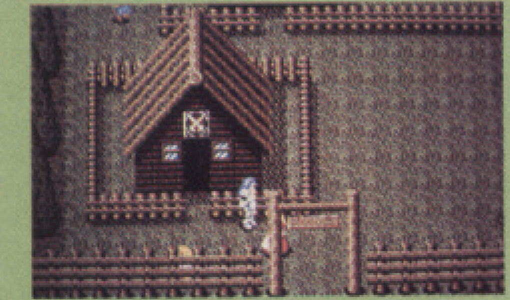


▲ *Big blobs of doom!*

CHURCH

This is where the lad recovers from beatings. When he's lost all his hit points, he awakes in the nearest house of God. Unfortunately the thieving priests take half his cash for "charity".



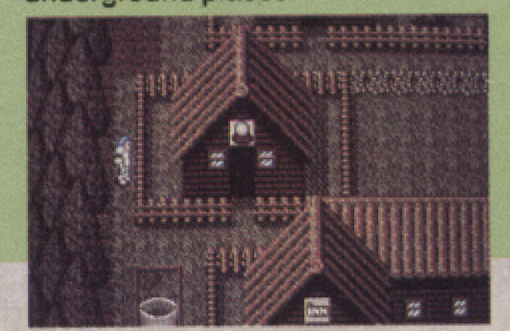


ARMOURY

Time to stock up on some better weapons, shields and armour. The prices are steep, but at least the shopkeeper is willing to buy back any redundant goodies - at a lot less than they cost in the first place, of course.

EQUIPMENT SHOP

Oddly enough, this is where our groovy hunk buys equipment. Herbs help to heal horrific haccidents, and candles and lanterns provide light in those deep dark and slightly smelly underground places.





INN

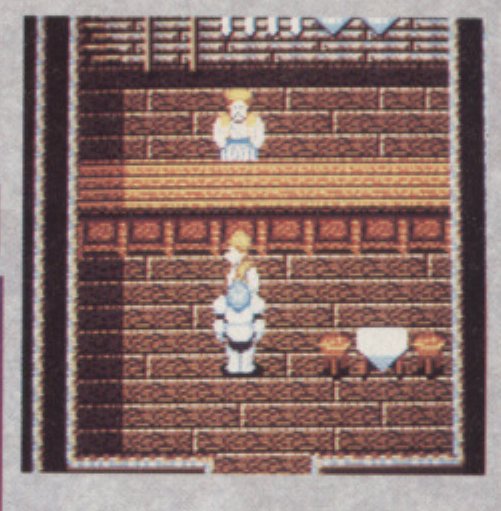
Staying overnight here fully rests Tommy, giving him maximum hit points and magic. He also gets the chance to hang around the bar, sing rude songs, and meet interesting people.

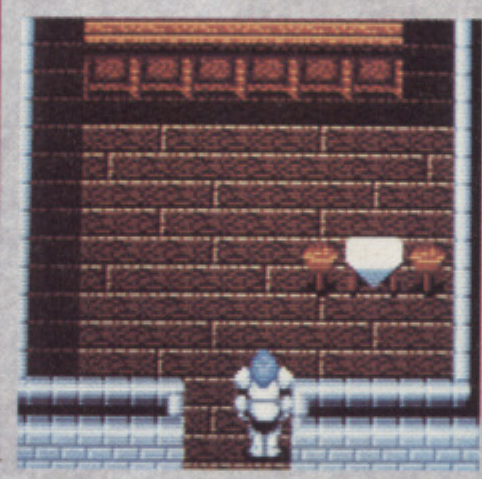
COMMENT

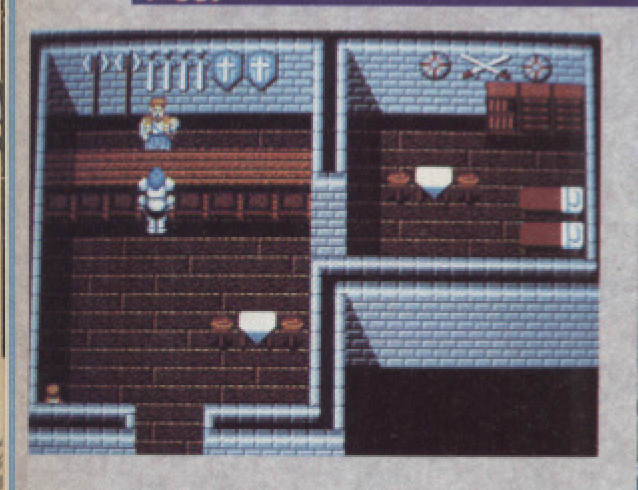


JULIAN

I don't like RPGs much; there's far too much brainwork involved for my liking - give me something to blow up any day. However, I can see that Sword of Vermilion is a stunning example of how good a game of this sort can be. Excellent menu control systems, superb graphics, truly stunning sound and massive depth of gameplay make this a game that'll keep you occupied for months (unless you use the hint book, which gives away far too many clues and lets you complete the game rather too easily). The only problem is the massive price tag - Sword of Vermilion certainly has tons of lasting appeal, but £50.00 is a hell of a lot to splash out in one go. Take a good look before breaking your piggy bank.



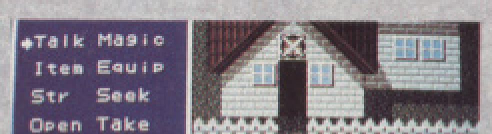


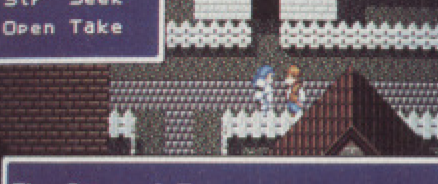






▼ *More creatures leap to the attack.*





▼ *Getting help from the natives.*

FUN WITH CHOPPERS

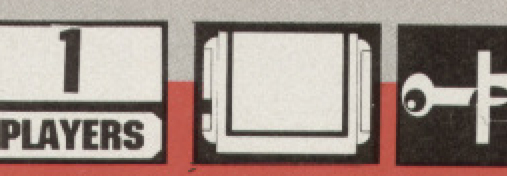
While moving between locations the screen shifts to a 3D perspective; but when the hero's journey is interrupted by some monsters, the view is of the battle area. Tom's often surrounded by creatures, and only fast swordplay will save his proverbial bacon. The enemies increase in speed, number and strength as the game progresses. Slimes, scorpions and sorcerers litter the woods and other areas. Spells like Ferros help to protect the main man, but nothing takes the place of a good sword!



BY: SEGA

PRICE: £49.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: TRICKY
LIVES: N/A
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD



PRESENTATION 94%

Incredible intro screens combine with the wonderful music to great effect.

GRAPHICS 86%

The main baddies are brilliant, and the standard of graphics is high throughout.

SOUND 93%

The music is some of the best heard on the Megadrive. Prepare to be amazed!

PLAYABILITY 82%

Building up enough cash for the next purchase can be a little dull, but otherwise it's strong in this category.

LASTABILITY 80%

For the price this has to be a huge game; and it is. There's months of gaming here (as long as you don't use the hint book).

OVERALL 82%

A great game - by far the best RPG on the Megadrive - but it sports a very hefty price tag. Think carefully before spending the £50.00.



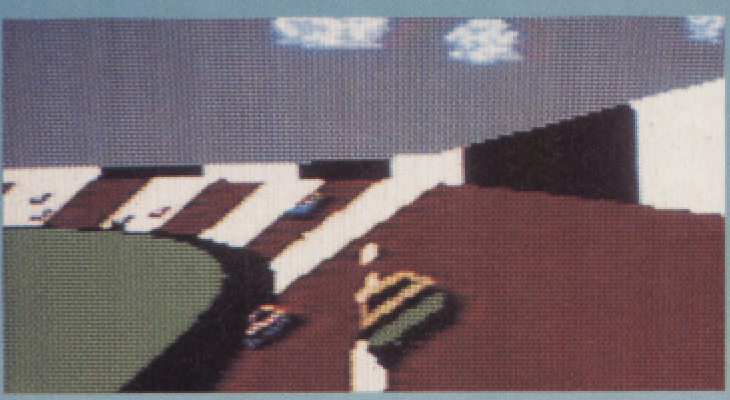
What happened in Days of Thunder? Well, Tom Cruise turned up with his chopper, took a spin around Daytona track, crashed, snogged Nichole Kidman and finally climbed back into his car and won the race.

Now the game of the film has reached the Nintendo, bringing with it all the thrills, spills and downright speed of Cruise's adventures. Or at least that's the idea.

With an intro showing our hero's arrival at the race course, the action then switches to a qualifying round where the racer has the chance to learn the circuit and establish his or her position on the starting grid.

NASCAR racing (the type in the game) differs from normal stock car racing because the track curves upwards at the corners. Centrifugal force obviously plays a major part, and it's a good idea not to go flying off the side of the bend as the car takes the corner.

The buttons control the accelerator and brakes, but otherwise the player simply steers the car around the corners and overtakes the other vehicles.

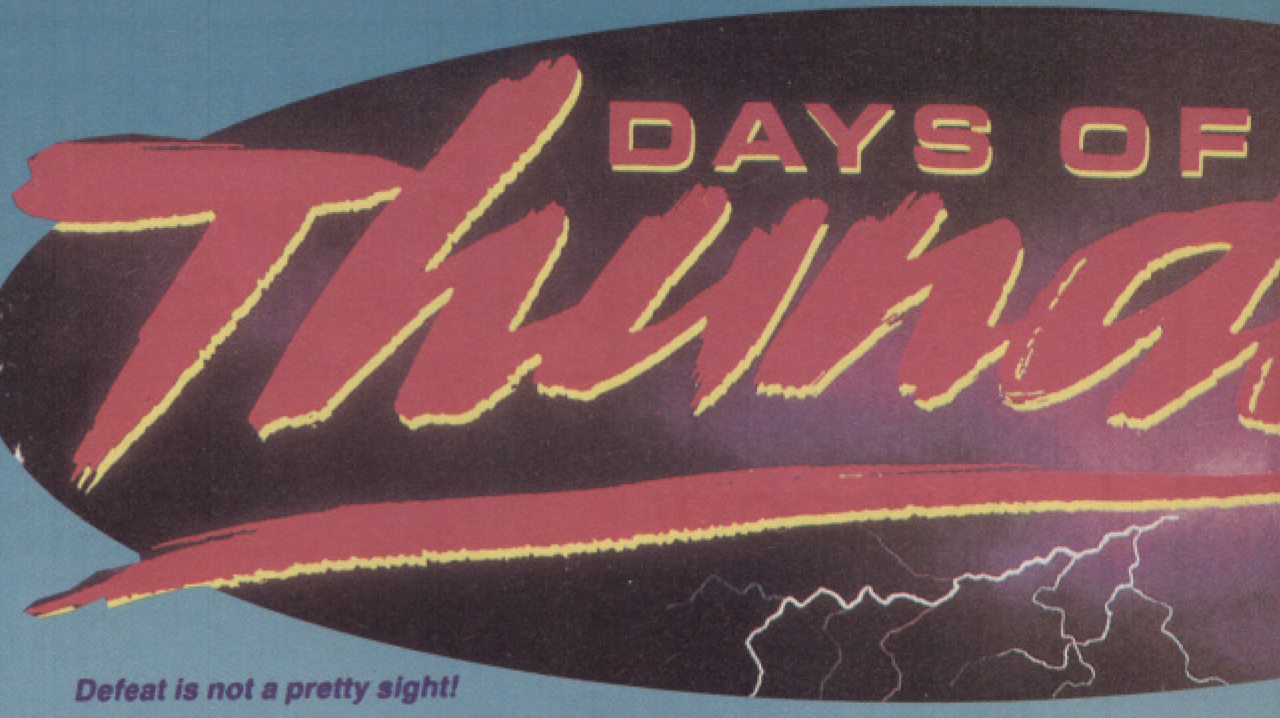


COMMENT

JULIAN

Although the Days of Thunder film was utter rubbish, I thought that the fast, car-crashing action could be turned into a really good Nintendo game. Unfortunately it wasn't to be, and what we've got instead is one of the dullest racing games I've seen on a console. Not only is the speed of the action slow, the tracks are the most boring you're ever likely to race around - they're oval and only have left turns. There are no crashes during the game, and all the cars seem to move at the same speed - so there's no whizzing around overtaking people. The end result is a horribly tedious game that gets terminally boring after you've given it just a few goes. If you're after a decent racing game, forget this and instead check out the vastly superior Turbo Racing, which scored 80% when it was reviewed last month.



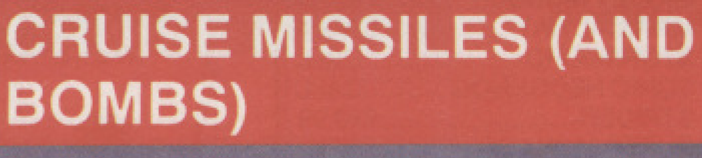


Defeat is not a pretty sight!



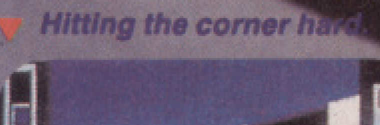
Watch those revs fail to excite!





CRUISE MISSILES (AND BOMBS)

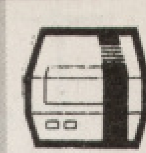
Apart from Days of Thunder, our lad Tom has been in many films. Top Gun has been his biggest success so far, while Born on the Fourth of July won him major critical acclaim hot on the heels of Rain Man. However he's been in more frivolous films too; Risky Business was a teen sex comedy that was a big hit in America. Cocktail was a rather bland Cruise vehicle, while The Color of Money cast him opposite Paul Newman in the sequel to The Hustler. Days of Thunder did not do well at the box office or with the critics, who called it "Top Gun on wheels", basically because it has the same plot as his previous blockbuster.



Hitting the corner hard



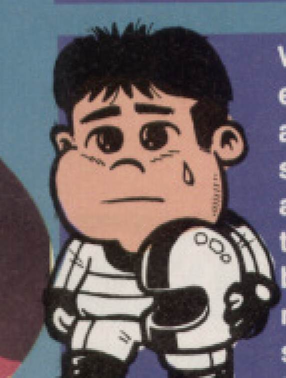






TM

COMMENT



MATT

What a dire excuse for entertainment! This really stinks and is about as playable as something that's not playable at all. The speedo reads 150 mph, but the car feels like it's being pushed by a couple of arthritic OAPs. With no gears to change, an incredibly simplistic course and no crowd, Days of Thunder has all the tense atmosphere of an episode of Eastenders. The only thing I liked about the game was the introductory sequence, but that's hardly enough to make it worth the asking price. I don't know what Mindscape were playing at when they decided to release this, but if you want to play something good then avoid this like the plague.

Can you overtake this guy?



TRACK MARKS

It's always wise to get used to the course before the race proper, and the free practice provides the opportunity for this. Learn how to take the corners and accelerate through the straights. Once he feels he has mastered this, the drive moves on to the race where the previously empty track is now littered with other cars that have an annoying habit of drifting into the way! So things get a lot more tricky from that point on, and only the best NASCAR driver stands a chance of victory!

In the pits for some quick repairs!

BY: MINDSCAPE
PRICE: £34.99
RELEASE DATE: JUNE
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: POOR

1 PLAYERS

PRESENTATION 80%
Cruise rides up to the track on his bike in a great intro sequence.

GRAPHICS 77%
The 3D routine is impressive, but the car sprites are weedy and monotone.

SOUND 60%
Fairly average music, but the effects are pretty dreadful.

PLAYABILITY 42%
There is no feeling of acceleration or excitement to be found anywhere in this game!

LASTABILITY 20%
The lack of action, excitement and variety means even the biggest race game fan will become bored very quickly.

OVERALL 39%
An awful game that falls down all counts. If you want high speed thrills and spills, steer clear of this and get Turbo Racing.

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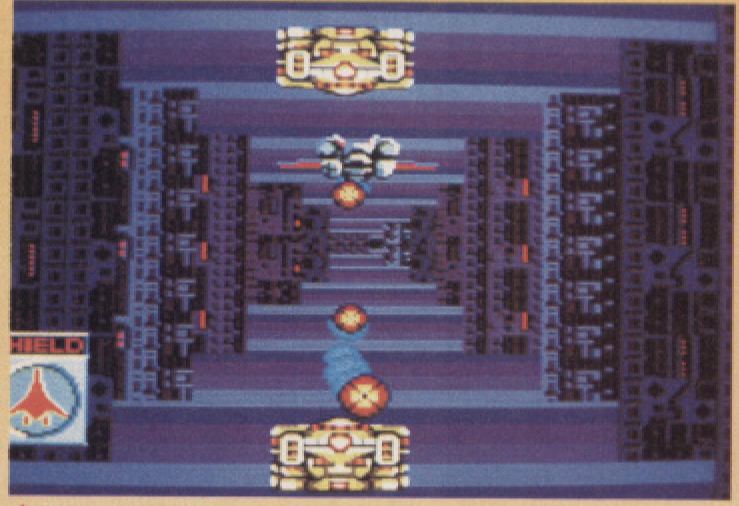
GALAXY FORCE

The fate of the Junos Galaxy hangs by a single thread! The evil Fourth Empire have managed to conquer a vast proportion of the galaxy, and nothing remains to stop them... almost!

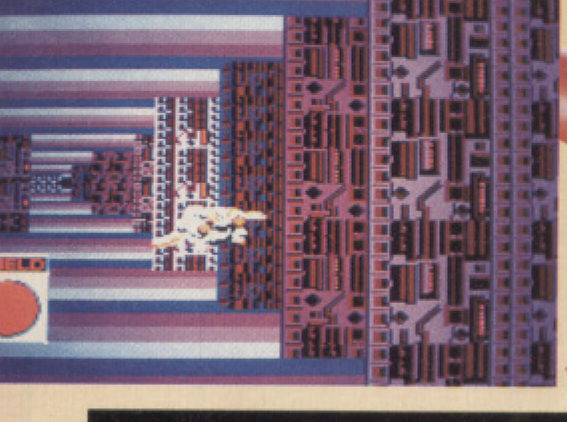
You take control of the elite Galaxy Force fleet - a body of space flying aces dedicated to the downfall of the Fourth Empire (presumably they were also responsible for getting rid of the first three!). In order to carry out this almost impossible task, four of the Empire's command bases have to be destroyed.

But each base has its own contingent of space fighters, each armed with deadly phasers and even more lethal photon torpedoes! Other hazards come in the form of terrifying natural hazards - such as pillars of flame, meteor storms, tall trees and the like. Your Galaxy Force craft has a shield that can absorb up to 16 hits, and after that it's curtains to your heroic efforts.

Blasting the enemy couldn't be easier. Your ships carries its own form of phasers which kill most of your foes with one hit. For slightly deadlier enemies, your ship's infinite complement of death-dealing photon torpedoes come in handy.



▲ *Blasting down the tunnel for fun and profit.*



◄ *A close shave...*



▲ *Galaxy Force hits Solaria.*





THE ARMAGEDDON AGENDA

Here's a quick run-down on all the targets your Galaxy Force ship has been assigned to destroy. They can all be tackled in any order whatsoever.

FAUNA



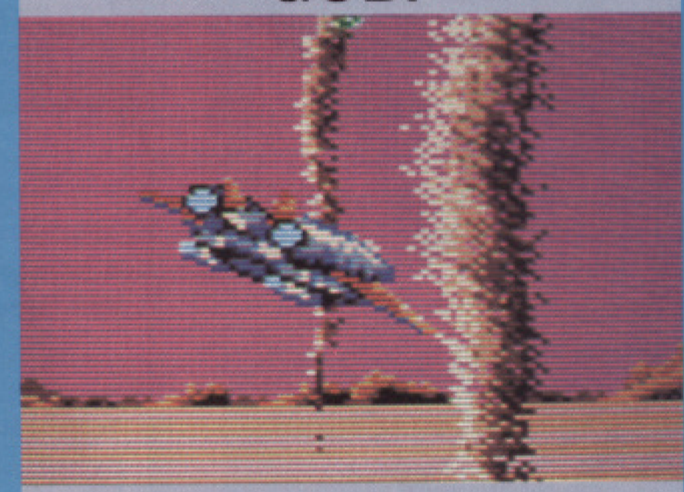
Hostile inhabitants and Fourth Empire attack craft face up to your kamikaze attack. The enemy base is situated, rather cunningly, behind a waterfall.

SOLARIA



This volcanic hell launches all kinds of natural attacks on you, including columns of flame and fireball storms! The enemy base is situated in a hollowed-out cave.

GOBI



Lethal tornadoes rip across the surface of this desert world, accompanied by the Fourth Empire's elite fighter ships.

NEBULA



A vast alien fleet attempts to destroy you in outer space before you reach their orbiting space station.

THE COIN-OP

Galaxy Force has one of the most spectacular arcade cabinets yet seen. The cockpit of the craft spins around in up to 330 degrees, with extra up-and-down motion provided by the chair itself. Unfortunately, the hydraulics are juddery and unrealistic and the game itself is rather boring with only the cosmic graphics causing any form of excitement.



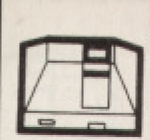
COMMENT



MATT

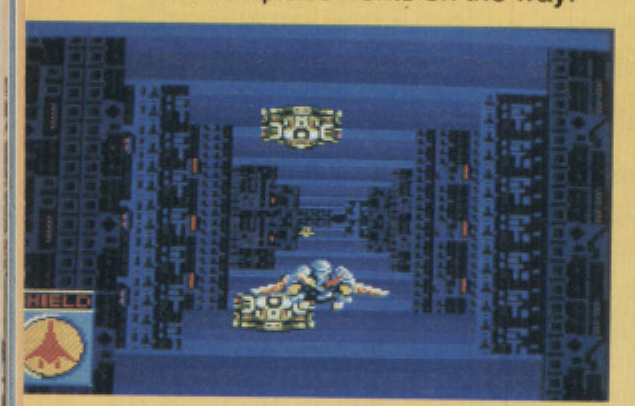
I though the coin-op was about as entertaining as an episode of Neighbours, but I was pleasantly surprised by the quality of this Master System conversion. The best thing about it is the sheer speed - even if the screen is teaming with sprites the action never lets up for a second - this is a essential for a great shoot 'em up. The graphics are excellent, and though the 3D is a little jerky, the attention to detail is great. All of the volcanic eruptions and storms make Solaria my favourite world. The sound is pretty flat and uninspiring, but the gameplay more than makes up for it. If there were a few more levels, Galaxy Force would be truly mega - but as it stands, it's still an excellent shoot 'em up and the best version of Galaxy Force you'll be likely to see.





RUNNING THE GAUNTLET

Each base is protected with two layers of defensive firepower. The first layer usually involves taking on a vast amount of alien craft along with any natural hazards you may come across. Then it's into the complex itself where you guide your ship through a fast, narrow and deadly corridor, destroying laser emplacements on the way.



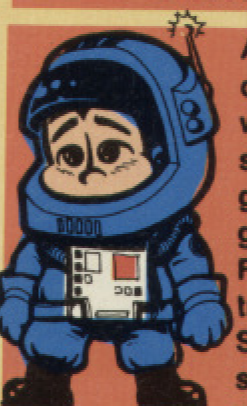


▲ *A meteor storm does its worst against the ship.*



▲ *Pyrotechnics ahoy!*

COMMENT



JULIAN

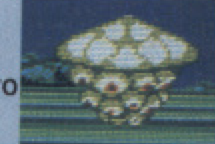
Although the original coin-op was no great shakes (all graphics and no game), Galaxy Force has translated to the Sega well, with severely tweaked gameplay adding a new dimension of challenge and addiction to the original 3D blast 'em up concept. The end result is one of the most visually spectacular games available on the Sega - pretty amazing when you consider this classic is nearly two years old! The 3D graphics are quite superb, with great backgrounds and spectacular effects in evidence as you fly your attack craft over four different planets destroying all and sundry. Although the lack of levels might put some people off, they're all tough to crack, and the sheer visual splendour keeps you coming back time and time again. If you missed this when it was first released, and are looking for a shoot 'em up with a difference, take a good look at this one and prepare to be impressed.

FOURTH EMPIRE ARTILLERY

BUZZ: Boring fly-like creature. One blast is all it needs!



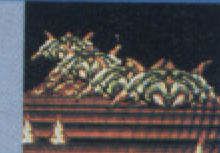
LAVA LEECH: Solaria's flying leeches arrive in force on level two



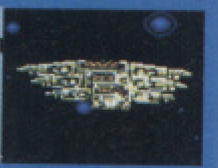
GRUNT: The main drone ship in the Fourth Empire. Cannon fodder to even the most incompetent Galaxy Force pilot.



THORNHEAD: This segmented creature requires loads of hits to kill, but you get a massive 800 points for the effort.



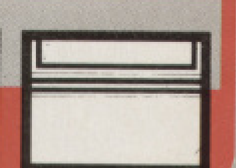
TERMITRON: Let the air buzz with torpedoes in order to destroy this armoured ship.





BY: SEGA
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: COSMIC





PRESENTATION 79%

A boring attract screen, but there's decent animated intros for each level.

GRAPHICS 92%

Excellent, super-speedy 3D sprites and backgrounds.

SOUND 51%

Boring crash-bang effect and laughable music.

PLAYABILITY 93%

Loads of thrills and spills on offer as you trash the Fourth Empire.

LASTABILITY 79%

Only four worlds, but they're quite challenging.

OVERALL 85%

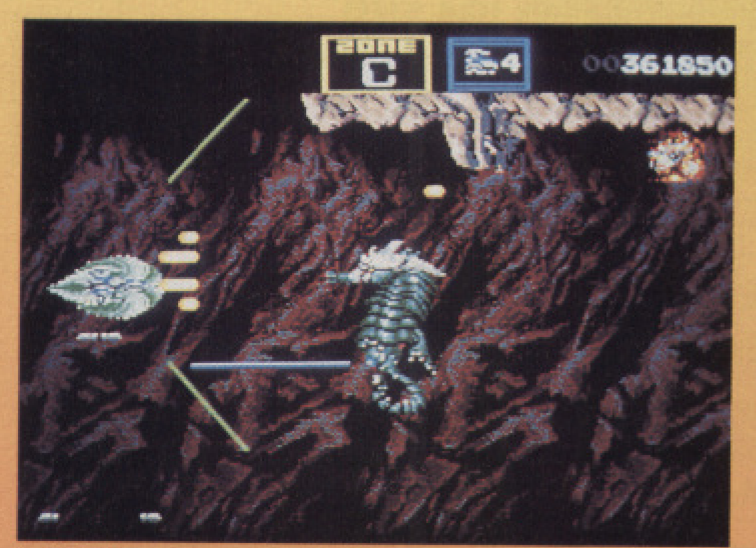
Put simply, Galaxy Force is the finest 3D shoot 'em up on the Sega and should be checked out immediately.

DARIU

The alien hordes have once again risen from the murky depths of their galactic hideaways and taken to the stars in order to conquer some more planets. This time they've arrived at our solar system, and using their advanced weaponry and cunning tactics, they've conquered every single planet - including Earth!

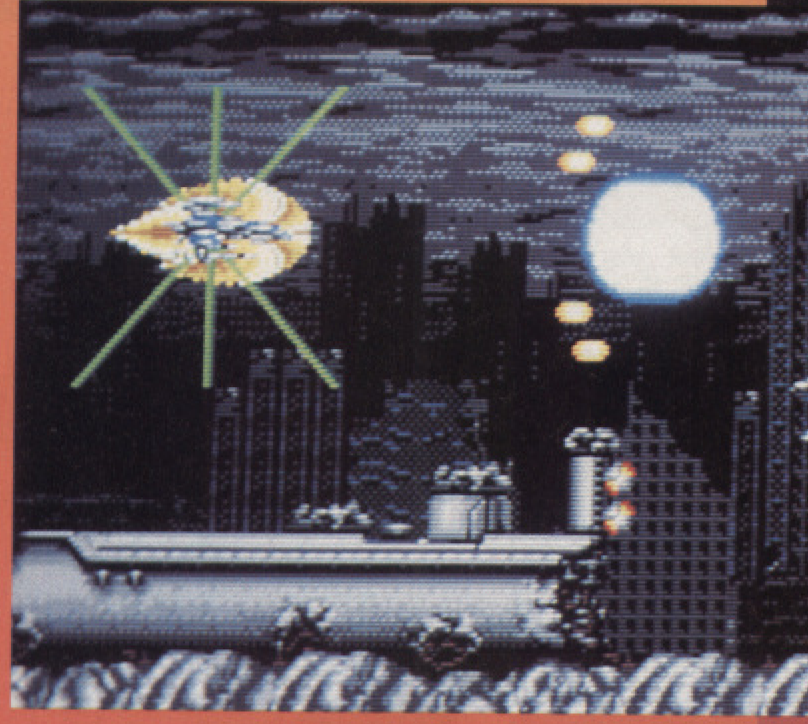
As the owner of a fine, Darius-class attack space vehicle, you decide to take on the might of this hostile alien empire, using all your laser-powered weapons to blast the xenomorphs into oblivion. This involves traversing a number of horizontally scrolling worlds blasting all-and-sundry with your guns and bombs, collecting power-ups on the way (sounds familiar?).

You'll need all your shoot 'em up skills to survive the epic confrontations with each level's end-of-level boss. Their zap guns and missiles have been fully primed for maximum destruction - and only a real hero can send them all packing!



▲ *A fully powered-up Darius in action.*



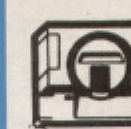




A MEGA MAP

There are a massive twenty-six levels in this game - but you only have to complete seven to finish it! As the map pictured here shows, as you complete each level, you choose the next round you wish to conquer (a bit like the coin-op version of Out Run) - but be warned as some are a lot more difficult to beat than others!



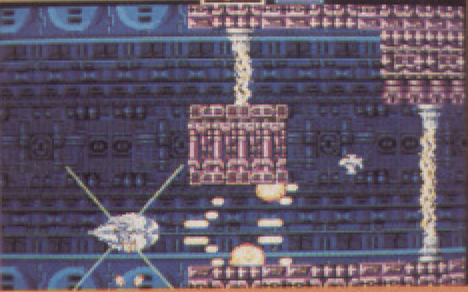




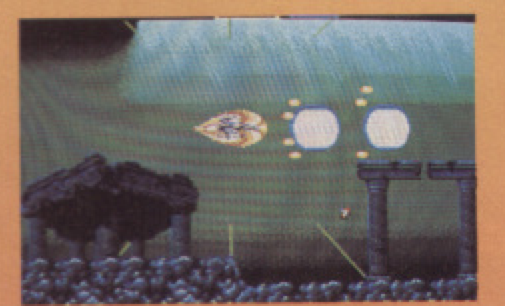
DOUBLE DARIUS



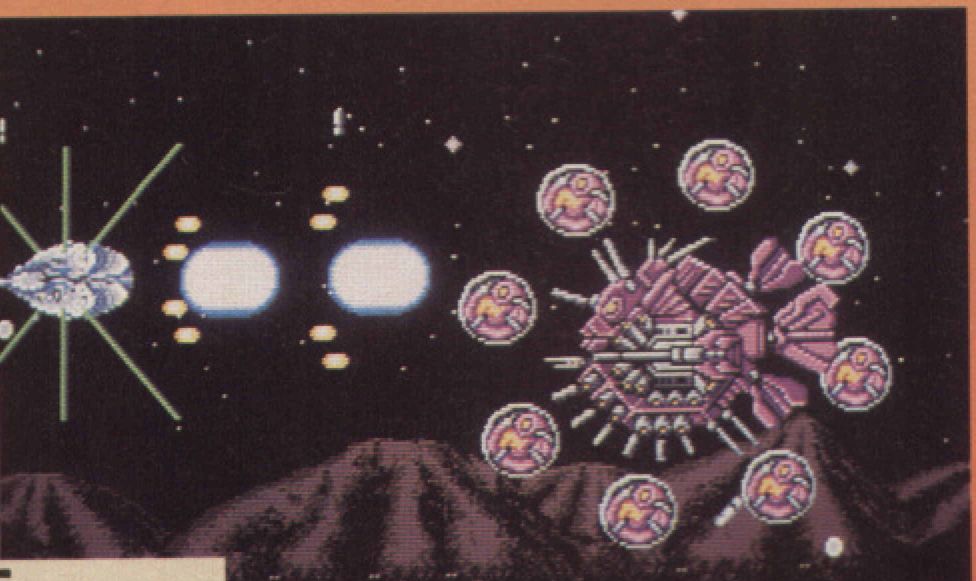
At the start of each game of Darius 2, there's the opportunity to choose the type of ship you want to fly into enemy territory. There's not much difference between the two, apart from the fact that one ship comes equipped with a lot more power-ups than the other. So, shoot 'em up novices should go for this easy option, whilst all you destructo-laser brains after a challenge should choose the other!



▲ *Laser destruction ahoy!*

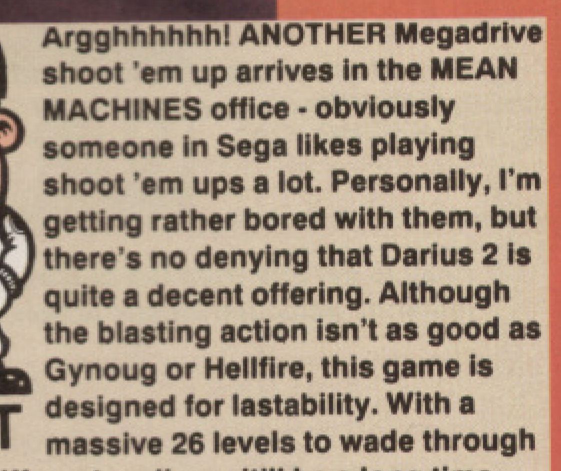


▲ *Yikes!*



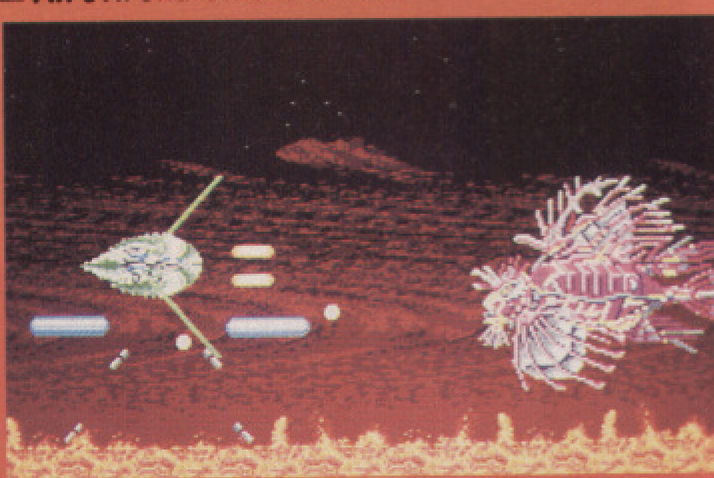
▲ *An evil end-of-level boss.*

COMMENT

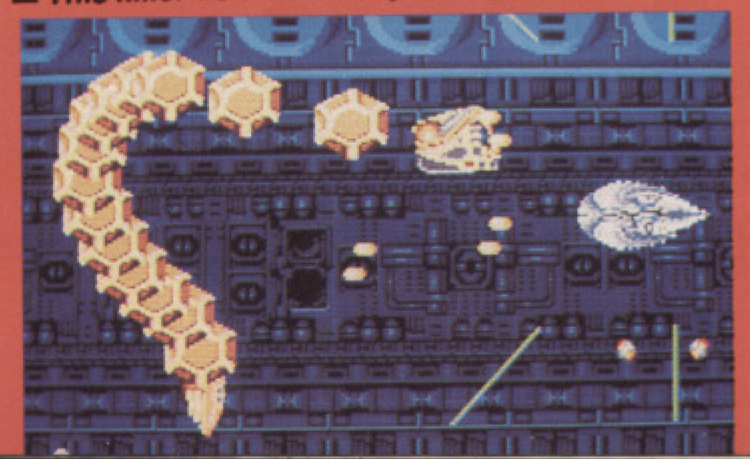


MATT

Argghhhhhh! ANOTHER Megadrive shoot 'em up arrives in the MEAN MACHINES office - obviously someone in Sega likes playing shoot 'em ups a lot. Personally, I'm getting rather bored with them, but there's no denying that Darius 2 is quite a decent offering. Although the blasting action isn't as good as Gynoug or Hellfire, this game is designed for lastability. With a massive 26 levels to wade through and all the different endings, it'll be a long time before you get bored with this game. It's only really this aspect that makes the game worth a look, because the graphics and sound are nowhere near as good as Gynoug, and some of the levels are quite samey. Also, some better power-ups would've made Darius a more appealing game. The best thing about it is that it offers a challenge - something definitely lacking in the majority of Megadrive games out at the moment.



▲ *This killer-fish looks very deadly...*



POWER-UP

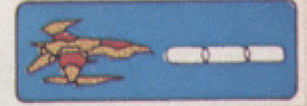
The destruction of some aliens results in a rather nifty power-up pod being left behind. Collection of this usually results in one of your craft's weapons systems being substantially upgraded. Here's a run-down of some of the most common icons.

LASER




The Darius craft is equipped with lasers that blast everything above and below the ship. Later power-ups change this to front-firing diagonal lasers and finally four-way diagonal beams.

MISSILE



Pretty obvious really. This pod maximises the destructive potential of your front-firing photons.

DEFENCE

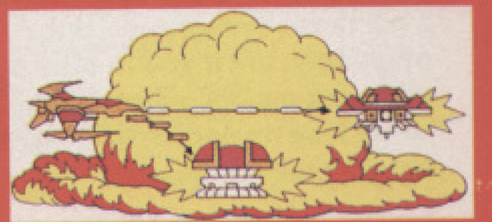



A powerful shield covers the Darius, and protects it from several direct hits. The colour of the shield shows how healthy it is.

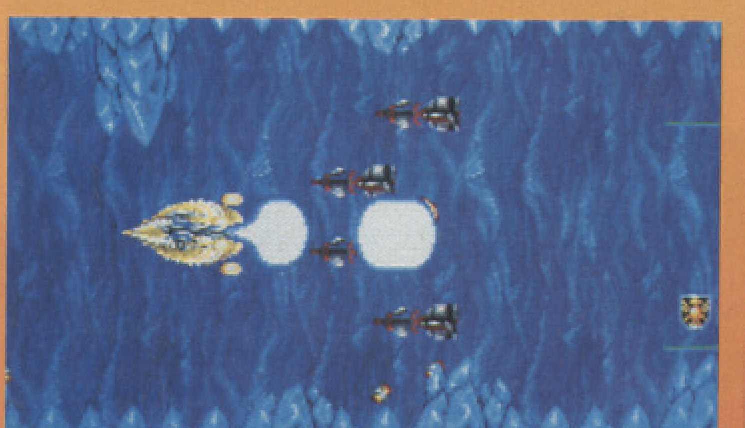
BOMB



The Darius is endowed with powerful bombs that blitz anything stupid enough to stay below. Collect another pod to double your bombing potential.







ENDLESS ENDINGS

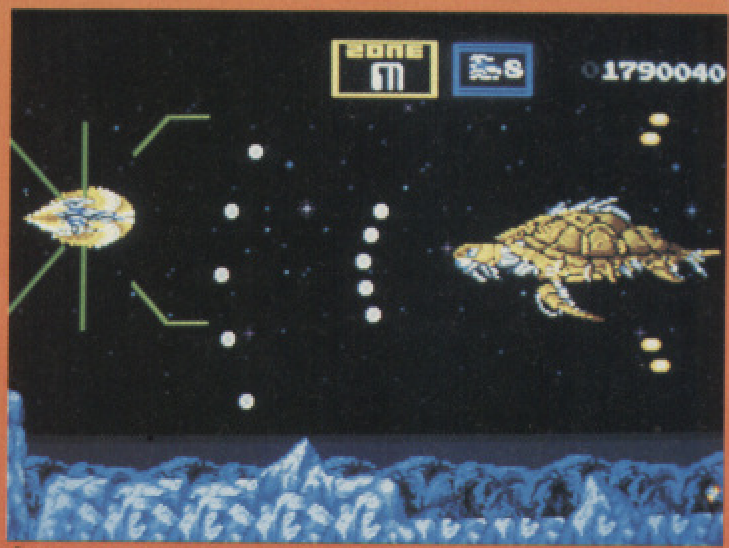
The game can finish on any one of seven levels and each has it's own graphical ending waiting at the end! With a plot lifted straight from Dallas, one ending shows our hero waking up from a hideous nightmare - the whole game was just a dream! As for the other six possible endings... well you'll just have to buy the game and get blasting, won't you?

COMMENT

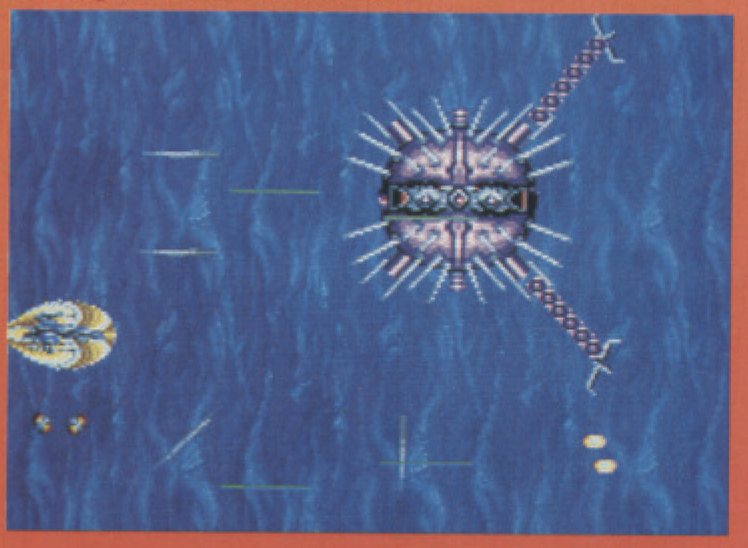


JULIAN

I can't believe how many horizontally scrolling shoot 'em ups are being released on the Megadrive at the moment - it's getting a bit much. Still, if you haven't already tired of them, Darius 2 will get your trigger finger twitching with excitement. The action is fast and furious from the outset, with a myriad of small, but perfectly formed sprites to blast into oblivion. It's a pretty challenging game, and its lastability is boosted considerably thanks to the fact that there are 26 levels to fight through and seven different endings to see. Darius 2 isn't exactly heavy on the originality, but if you're after a slick and playable blaster which won't lose its appeal overnight, have a crack at this.



▲ *Arrghhh! Not more turtles*

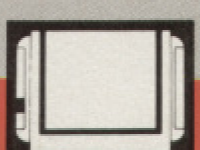


▲ *Yikes!*



BY: TAITO
PRICE: £37.00
RELEASE DATE: IMPORT
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GREAT







PRESENTATION 69%

Plenty of options, but the attract sequences are very underwhelming.

GRAPHICS 77%

Small, but detailed sprites with pretty decent scrolling backdrops.

SOUND 81%

Forgettable tunes are overshadowed by the raucous blasting effects.

PLAYABILITY 89%

Easy to get into from the outset, with instantly addictive arcade action.

LASTABILITY 84%

Loads of endings and 26 levels combine to produce a long-lasting game.

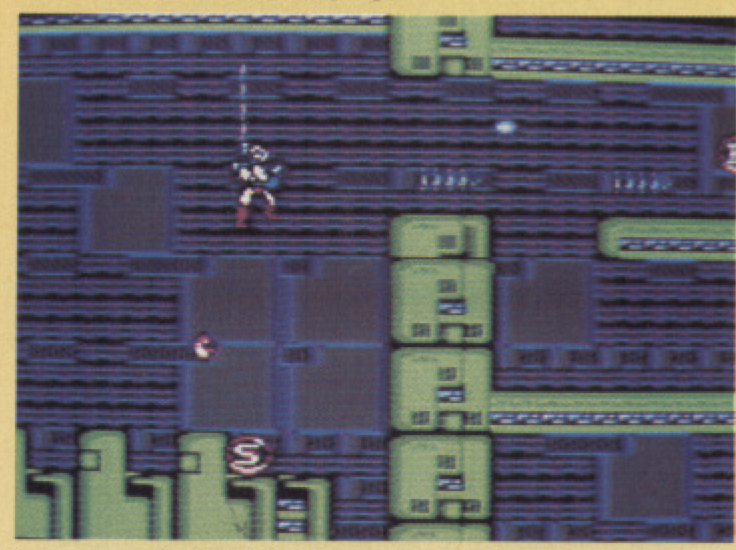
OVERALL 83%

An excellent shoot 'em up with plenty of lasting appeal - check it out if you haven't already had your fill of blasting games.

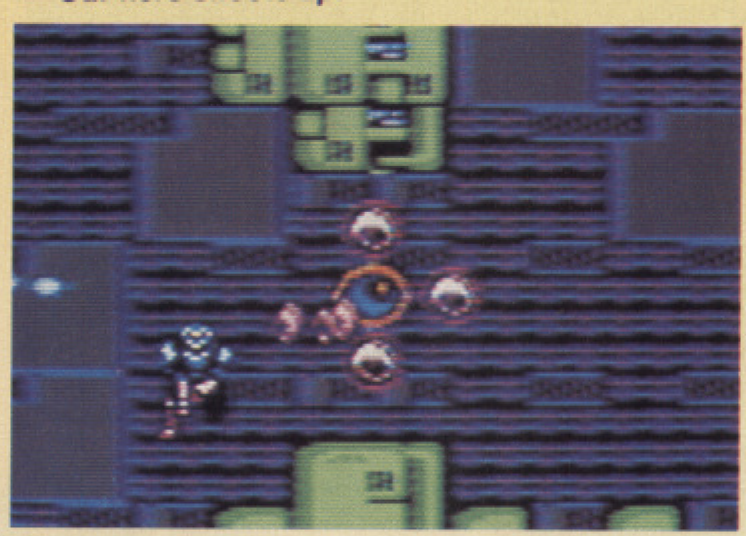
The e l Burai are invading Earth and you've got to stop hem!

Set ver seven levels, Burai Fighter's hero is armed with a death-dealing weapon. Some aliens leave behind tokens when killed, and these cycle through the options (see the Fact Box) so that the token required can be selected.

Each level's end is guarded by a huge and ferocious creature, and only tactics and skill enable the Fighter to get past. Luckily our hero's weapon can fire in any direction, so he's not limited to staying in front of the baddies. Let's hope that's enough to save his bacon from a right frying!



▲ *Our hero shoots up.*



▲ *Shooting this reveals a power-up.*

COMMENT

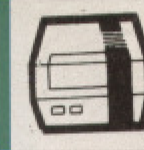


MATT

I'm fairly unconvinced about this game. The graphics and sound are quite pleasing, but the monotony of the challenge fails to thrill me at all. Why is the game so hard? There's nothing wrong with a stiff fight, but when the slow-moving bullets give the player no chance to escape their path it tends to stop the game from being fun. I think that a lack of genuine enthusiasm from the programmers has resulted in a mediocre game here, and there are much better shoot 'em ups available for the Nintendo (like Life Force), so unless you're desperate for a new blaster this shouldn't be top of your list!

MASTER BLASTERS

Burai Fighter is another shoot 'em up to make it on to the Nintendo. Tiger Heli, released in 1989, stars a helicopter fighting off swarms of enemy tanks and aircraft. Konami's Gradius was well-received when it was released, but the sequel Life Force (reviewed in the first issue of MEAN MACHINES) had more monsters and a better array of power ups. To The Earth is a Light Gun game (in fact one of the best) where the player shoots his or her way through the planets to deliver vital medication to our planet!




▶ Big blob balony.

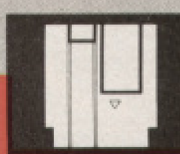
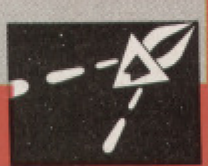


BURAI FIGHTER

TM AND © 1989 TAXAN USA CORP. LICENSED BY NINTENDO OF AMERICA INC.

BY: NINTENDO
PRICE: £34.99
RELEASE DATE: MAY
GAME DIFFICULTY: EASY/MED
LIVES: 5
CONTINUES: INFINITE
SKILL LEVELS: 3
RESPONSIVENESS: FAST



COMMENT

JULIAN

Since the Nintendo doesn't have many shoot 'em ups in its software range, Burai Fighter is a welcome addition as far as I'm concerned. Although there are only three extra weapons, each has nine different grades of power and can be cycled through in the heat of battle - essential, since some weapons are more effective than others in certain situations! On the normal level, the game isn't particularly tough, but the two other skill levels offer plenty of challenge for experts - I certainly got plenty of fun out of it. If you're a shoot 'em up fan like me who's after a good Nintendo blast, check this out.

▲ The first guardian in the game.

WEAPON CITY

Grabbing the right power up makes all the difference in Burai Fighter. Here's a selection of the tokens in the game:

LASER

This creates a blue beam of light that is very destructive, but has a limited range.

MISSILES

Adds powerful missiles to the weapon that destroy everything in their blast radius.

RING

Bright globules of doom to all in their way, the rings are an essential part of the armoury.

PRESENTATION 69%

The dreary text and rubbish title picture fail to provide atmosphere.

GRAPHICS 79%

Smooth scrolling and ingenious sprites make this impressive to look at.

SOUND 63%

The tune tries desperately to be exciting, but is actually dismal.

PLAYABILITY 83%

Shoot 'em up experts should find this easy to get into; novices might find it a little frustrating.

LASTABILITY 73%

There's plenty of blasting to keep you occupied, with lots of variety and some neat end-of-level baddies.

OVERALL 79%

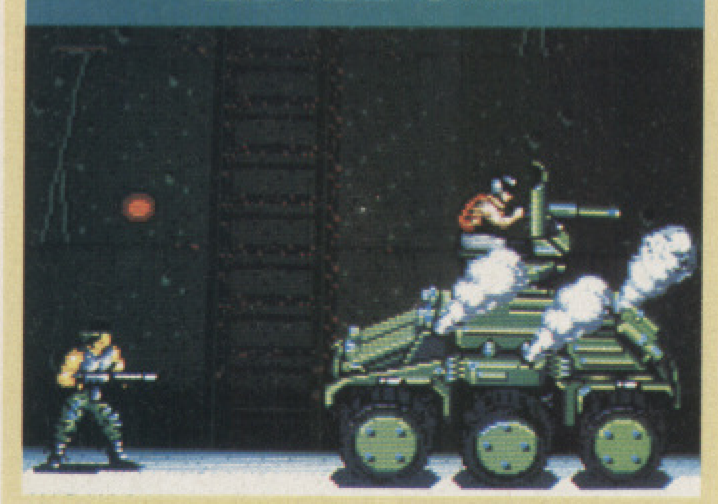
An enjoyable and challenging shoot 'em up which should be checked out by Nintendo blasting fans.

MIDNIGHT RESISTA

RESISTANCE IS USELESS!

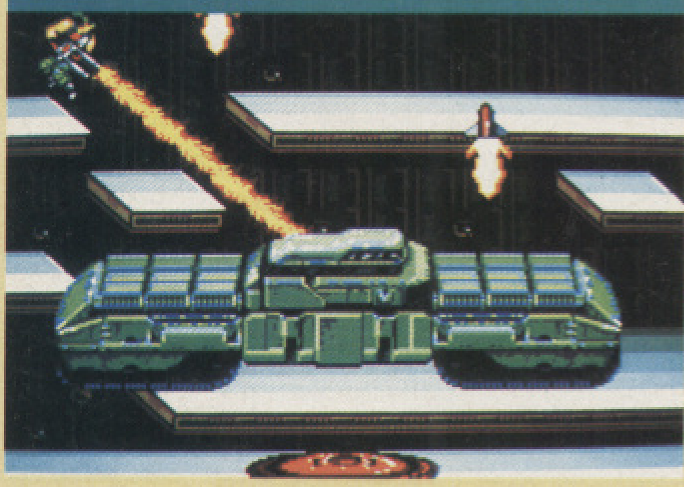
Midnight Resistance is split into nine danger-packed stages, each guarded by a full complement of Crimson Corps troops!

LEVEL ONE



Simply blast away at the enemy base's foyer and dispose of the garrison of troops to gain access to the first armoury.

LEVEL TWO

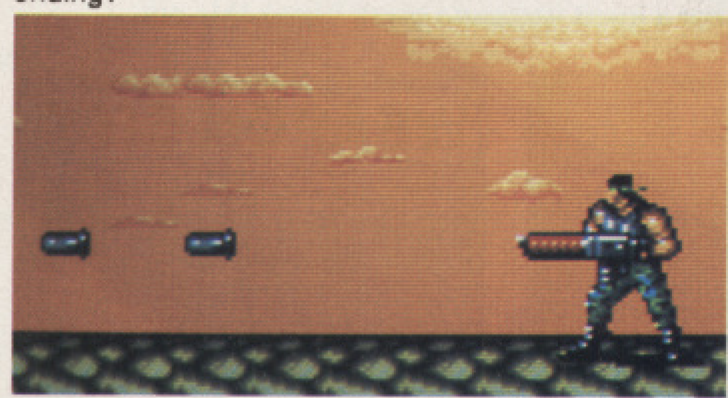


A massive tank and lethal gun emplacements are the main cause of worry here before our hero stocks up at the next armoury.

Earth of the future isn't exactly a pretty place by any stretch of the imagination. The evil King Crimson (I though they were an old pop group - **JAZ**) has arrived with a few alien planet-conquering battlecruisers in tow. All of the planet's major capitals are systematically destroyed and Crimson rules, putting down rebellion with the aid of his possessed robotic army and crazed followers.

Only one pocket of resistance remains: the elite Midnight Resistance team, dedicated to freedom and justice for all (hurrah!). The only problem is that most of them have been kidnapped and only two members remain! One of them is your Jeep-driving blonde chum and the other is you (a hardened mercenary-type).

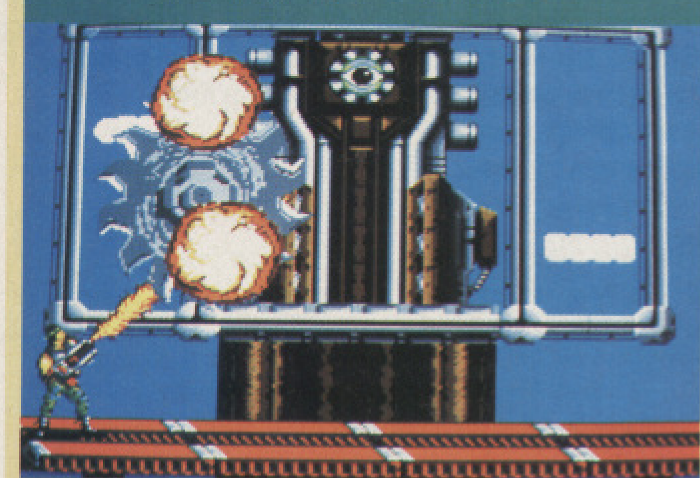
It's your job to infiltrate Crimson's metallic domain, pinching his power-ups and weaponry, and laying waste to all of Crimson's cronies. Destruction of Crimson's terrifying regime would mean an end to alien oppression and a tearful reunion with the rest of the Midnight Resistance. Don't you just love a happy ending?





▲ *A masculine pose, don't you think*

LEVEL THREE



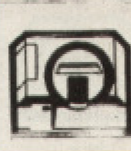
This forest level is infested with Corps troops and massive laser emplacements! A massive laser-spewing mechanical machine is your worst /enemy here.

LEVEL FOUR



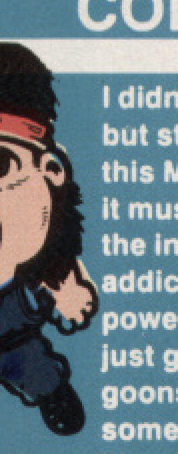
Massive tanks bristling with lasers attack in this rocky level, with aid from Crimson's dastardly flying aces.





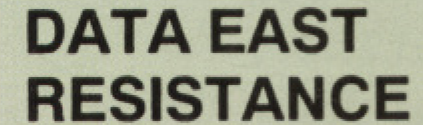



COMMENT



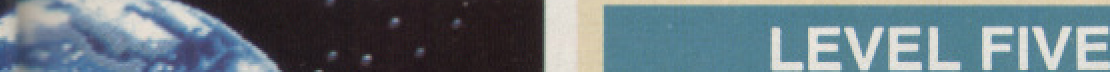
MATT

I didn't think much of the coin-op, but strangely enough, I really like this Megadrive conversion. I think it must have something to do with the instantly accessible and addictive gameplay and the varied power-up weaponry on offer. It's just great fun to play, with plenty of goons to blast into next week and some huge enemy hardware to blow up - my kind of fun! The control method takes a while to get the best out of, but a few minutes practice reaps plenty of rewards and our commando hero proves to be just as athletic and mobile as his coin-op counterpart. I must mention the music - it's great! Superb, hummable tunes accompany the blasting action and you'll wish the explosive effects are quieter so you can hear the music more clearly! I strongly recommend this to anyone after a good blast.



DATA EAST RESISTANCE

Data East's coin-op is quite an impressive scrolling shoot 'em up that's much the same as this conversion, bar two factors. First of all, the coin-op had the facility to accommodate two players and this made for some very interesting gameplay - especially when it came to collecting keys and power-ups! The other difference was the Ikari Warriors-style swivelling gun control. This made it possible to run in one direction and fire in another. This Megadrive conversion has four different control methods, the best being the use of the B button to freeze your gun position while you can run and jump in any other.

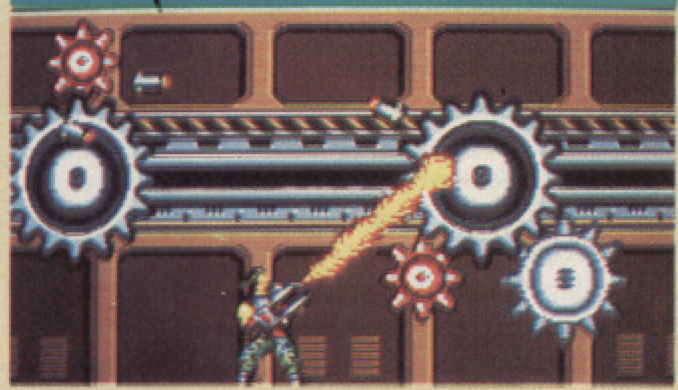


LEVEL FIVE



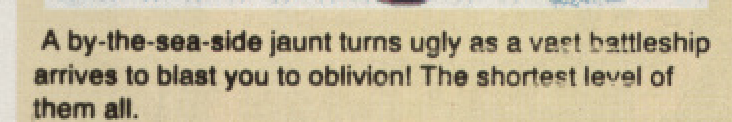
Inside Crimson's base. Watch out for the helicopter gunships flying about - they mean business!

LEVEL SIX



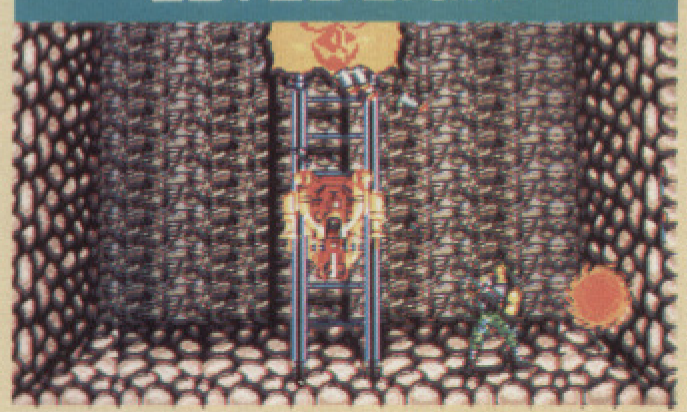
The rock walls peel away to reveal some formidable resistance-crushing hardware! Crimson himself taunts you by parading his prisoners on a nearby monitor. The cad!

LEVEL SEVEN



A by-the-sea-side jaunt turns ugly as a vast battleship arrives to blast you to oblivion! The shortest level of them all.

LEVEL EIGHT



A fiery terrain provides a lethal fire-spitting snake as your next opponent. Destroy that and all the hostages can be rescued! Hurrah!

LEVEL NINE

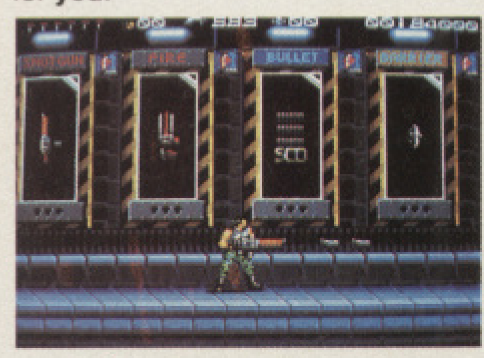


The final confrontation with King Crimson!



GUNS 'N' AMMO

Shooting some of Crimson's minions leaves behind red keys. These can be exchanged for extra weapons and power-ups in the many armouries our hero gains access to during the game. Here's the complete list of weaponry Midnight Resistance has in store for you.



▲ *Choose your weapon.*

COMMENT

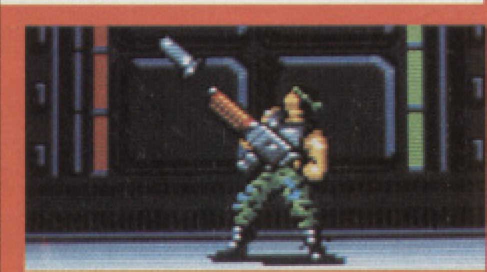


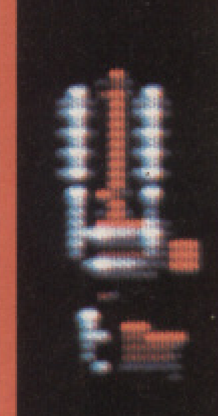
JULIAN

Once you've got to grips with the rather awkward control method, there's a really decent blasting experience to be enjoyed here. The game is massive, with very long and varied levels packed full of enemy soldiers and machinery just waiting to make mincemeat out of you! It's challenging too - as long as you don't pick the "easy" level, which lets you finish the game very quickly and doesn't give full value for money. Play it on the normal level (or the two higher skill levels) for a real action-packed mission that you won't complete overnight. The graphics vary in quality from excellent to a bit ropey, but the sound effects and music maintain a very high quality throughout the game. If you're a shoot 'em up fan who's after a blasting game featuring something other than spaceships, Midnight Resistance is highly recommended - just remember not to play it on the "easy" setting!

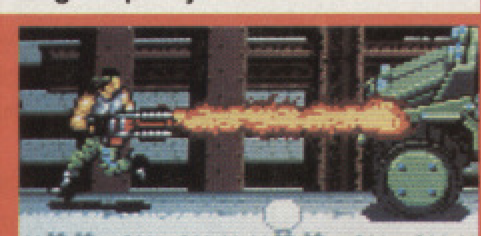
RIFLES

SHOT-GUN: Doesn't fire many bullets - but they're very powerful as the explosions it causes demonstrate!





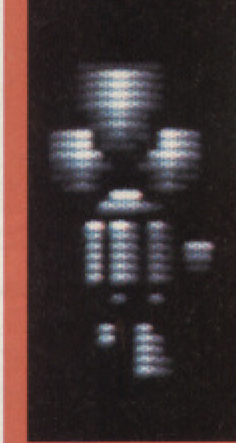
FIRE: The most powerful weapon, torching anything vaguely alien-looking! The natural choice for pyromaniacs - but what out, it's range is pretty limited.



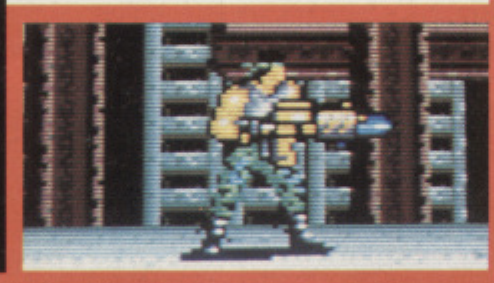


FULL-AUTO: The natural power-up from your standard issue assault rifle. Powerful, with a long range too.



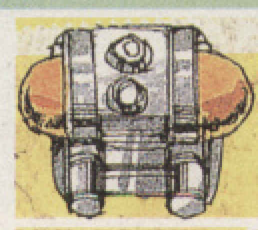


3-WAY: Just as powerful as your bog-standard rifle, but fires in three directions. Cor!

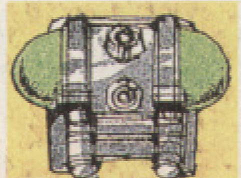


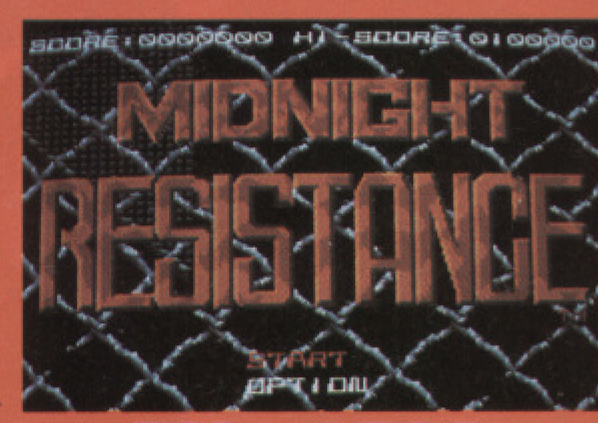
BACKPACK WEAPONRY

NITRO: Flames spread in eight directions from the top of the screen. Pretty feeble.

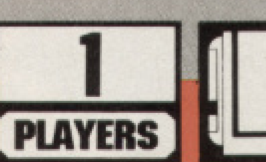


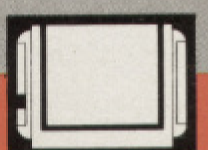
HOMING MISSILES: Wave goodbye to those aiming blues with these homing missiles. Eight are fired at once and 50 charges are supplied as standard.





BY: SEGA
PRICE: £37.00
RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: 3-5
CONTINUES: 1-5
SKILL LEVELS: 4
RESPONSIVENESS: FAB






PRESENTATION 88%

Nice intro screens and loads of options to fiddle about with.

GRAPHICS 82%

A bit rough in places, but mostly good.

SOUND 93%

Fabulous, pulse-racing soundtracks accompany the action perfectly!

PLAYABILITY 87%

The blasting action is addictive from the word go...

LASTABILITY 83%

...with four skill levels and nine levels to wade through!

OVERALL 84%

A decent blaster and an excellent conversion. Shoot 'em up fans should have a look.

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SEGA

REVIEW

The men with the funny-shaped balls are back in another American Football outing on the Sega Master System. The rules of the game are relatively simple. The game is split into four quarters and the aim is to score a touchdown by getting the ball to the end of the opposition's half of the pitch. Not surprisingly, the opposition are out to stop you and try and score a few touchdowns of their own.

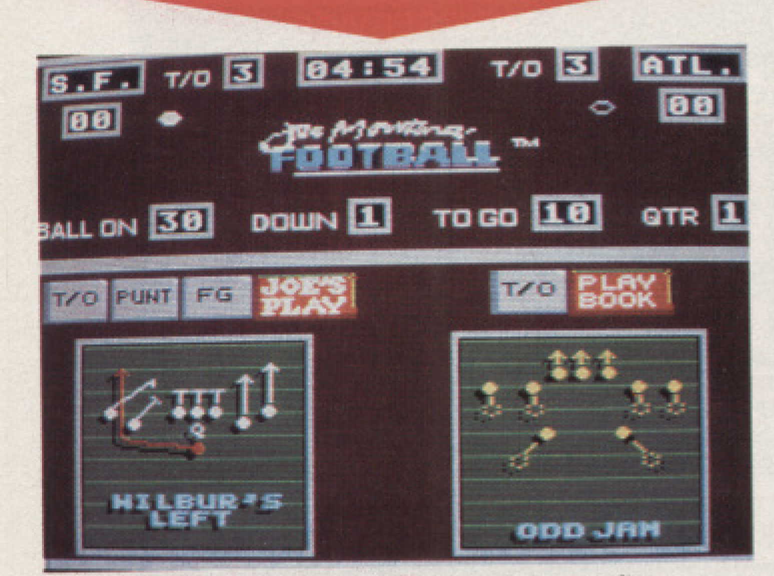
If you've got the ball your aim is to progress at least ten yards up the pitch in order to claim your first down. The defensive team's job is to stop you getting those ten yards by bringing the players down. The offensive team get four chances at getting their first down. If they do get it then they have another four chances to progress another ten yards. If they don't then the opposing team get their chance to get a touchdown.

Occasionally, during a play the offensive team may fumble the ball. If the defensive players can intercept the ball without it hitting the ground then they can claim the first down. Six points are awarded for a touchdown, and an extra kick could award you an extra point. Three points are given from a successful field goal.

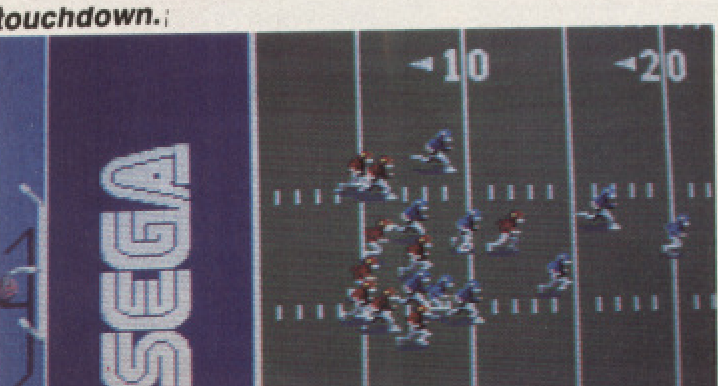
This Sega cart replicates all of the action of American Football, with liberal dollops of advice from Mr Montana himself (apparently he's the World's greatest living quarterback, so there you go).

OFFENSIVE PLAY

Gaining yardage is reliant on the use of tactics. Here, at this screen, the player chooses the tactics he's going to use during the next play. Running and passing plays can be selected from the playbook and these dictate how your next play is carried out. If the clock's running low, you can select "time out" which stops the clock. Options also exist to punt the ball down the pitch or attempt a field goal.



▼ *The players return to their positions after a touchdown.*



COMMENT

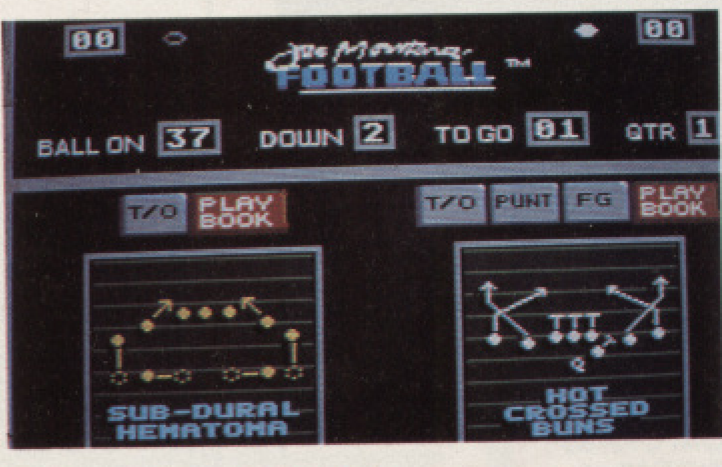


MATT

Joe Montana Football on the Megadrive suffered because it was nowhere near as good as Electronic Arts' John Madden Football. Funnily enough, the same is true of the Master System conversion when compared with the ageing American Pro Football. The gameplay, graphics and sound just don't compare to Sega's previously released American Football game and this by itself is enough to stop me recommending this effort. It's a shame really, because Joe Montana Football isn't terrible. The graphics, although small, do the job pretty well and the sound is above average for the Master System. The choice of plays is also pretty varied and the ability to bluff your opponent is quite good. Unfortunately, Joe Montana Football isn't at all exciting to play and the action can hardly be termed as addictive. I'd forget about this new release and go for American Pro Football.



JOE MO FOOT



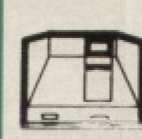
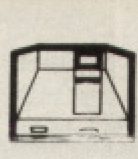
DEFENSIVE MANOEUVRES

There aren't quite so many options for the defensive team. A time-out can be called if you want the clock to be stopped, but other than that, it's down to the playbook to choose a suitable defensive posture. Should you choose a straight blitz and get the ball down quickly, or should you leave a few players back in case the offensive team go for a throwing play? Decisions, decisions...



TEAM SELECTION

This screen enables you (and your chum if he's playing) to choose the team you wish to play as. There are 28 different teams to choose from. Playing the game is the only way to find out how differently each team plays, because the accompanying manual isn't telling! Instead, you'll have to rely on Joe Montana's advice given freely during the game.



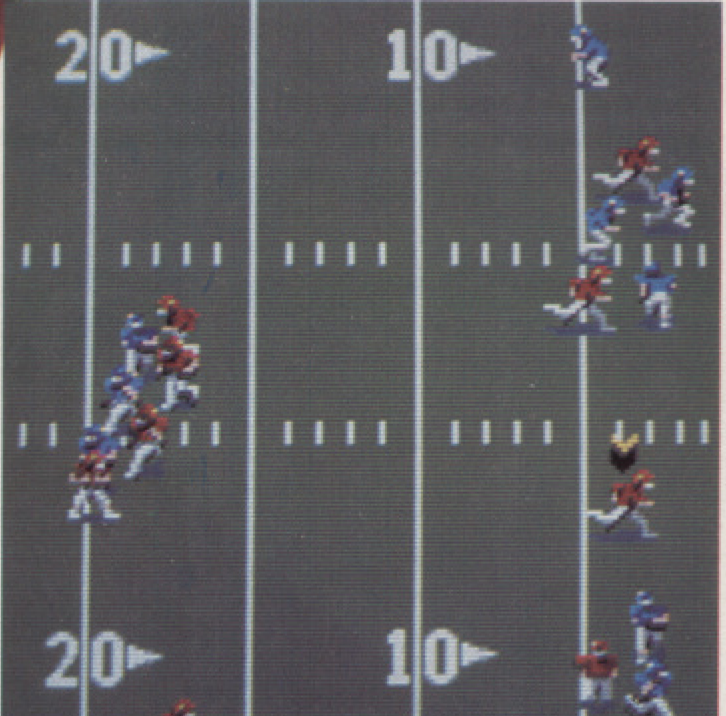
NTANA
BALL

COMMENT

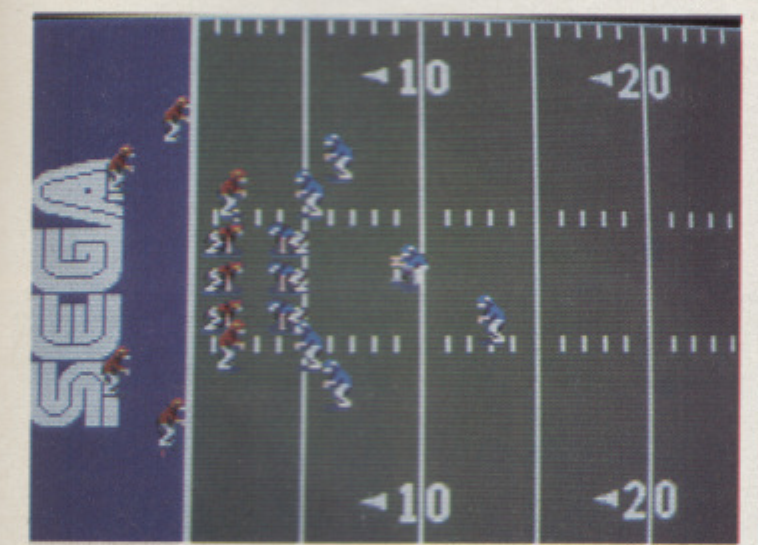


JULIAN

When you look at it on its own, Joe Montana's Football isn't particularly brilliant. The graphics and sound are average and although there are plenty of plays to choose from, the game simply isn't exciting or challenging. Compare it with the two year old American Pro Football and it looks even worse. APF has far more depth, better graphics and really enjoyable and addictive gameplay. So if you're an American Football fan you'd be much better hunting for a copy of American Pro Football, rather than making do with this disappointing sports simulation.



▲ *Can the quarterback throw before he's sacked?*



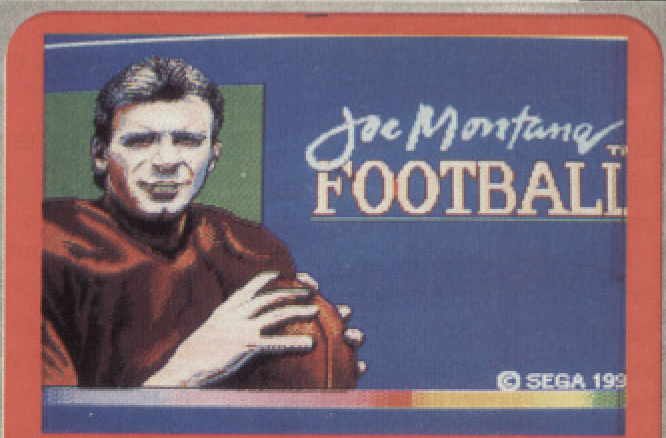
TWO-PLAYER FROLICS

Like most sports sims, Joe Montana football has the option to let two players play against each other. The gameplay isn't significantly altered from a one-player games, except that there's bluff button built in for when you're selecting what type of play you're going for. This means that your chum can't guess your tactics beforehand. Cunning, eh?



HALFTIME STATISTICS

Just like John Madden Football on the Megadrive, this game gives you the low-down on how your team performed during the half. All aspects are covered, including passing and rushing yards. It's then possible to spot possible weaknesses in your team's performance. Armed with these indispensable facts, you should be able to improve your performance in the next half.



BY: SEGA
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: GOOD






PRESENTATION 77%
Liberal lashings of Joe Montana attract screens to wade through.

GRAPHICS 64%
Small sprites and a boring horizontally scrolling pitch.

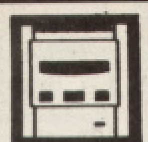
SOUND 69%
Bland sound during the game.

PLAYABILITY 66%
Control is very responsive and the tactic screens are easy to understand.

LASTABILITY 68%
28 teams and a two-player mode mean that this has quite a lot in store if you can keep playing.

OVERALL 65%
Not exactly an exciting sports sim, and overshadowed by the older, but far superior American Pro Football.





REVIEW

Helicopter pilots aren't allowed to just take the controls of a highly powerful gunship just like that - oh no. Instead they're sent to the world famous Pilotwings School of Aviating, where their airborne abilities are honed to perfection on all manner of aviating equipment.

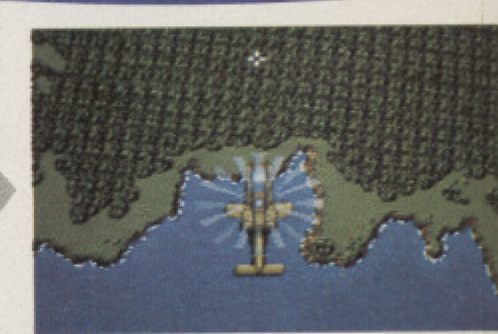
Lightplanes, parachutes, and rocketbelts are just some of the modes of transport aspiring helicopter aces are required to master before they're sent on any kind of dangerous mission. The game is split into eight stages, with each offering different airborne challenges to Pilotwings candidates. Each challenge gives you the opportunity to score lots of points, and the scores of each challenge are added together. If the total score is less than the overall target score for that round, you start the level again. Should you beat it though, you are sent to the next stage of Pilotwings training.

At the end of levels four and eight, a helicopter mission awaits. Complete these missions and you've beaten the game - but each mission is highly dangerous and the chances of getting your airborne steed back to base are minimal to say the least...



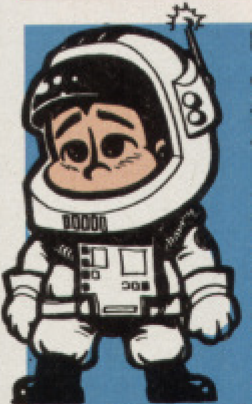
MISSION IMPOSSIBLE

The real job begins at the end of levels four and eight. Here, you're sent behind enemy lines to rescue some hostages with the aid of your Apache helicopter gunship. The problem is that the enemy landing pad is surrounded by hundreds of gun emplacements - all of them out to put a stop of your rescue attempt. Some of them have even been hidden in the forest and are thus invisible! Your laser-sighted cannon comes in handy here in order to clear a path to the enemy base.



▲ *Our airborne hero is just about to reach a thermal.*

COMMENT



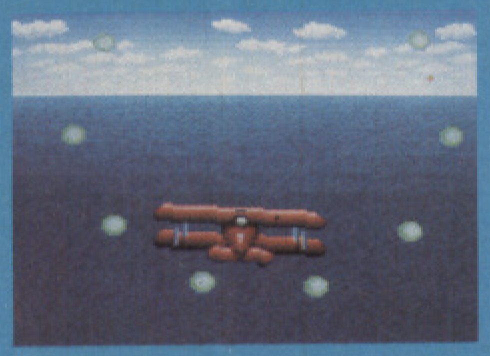
JULIAN

Nothing, absolutely nothing on any other home system even touches this for sheer jaw-dropping looks. The graphics are simply astonishing, with beautifully coloured backdrops which fade into the distance - just check out the screenshots. But what you can't see is that everything moves completely and utterly smoothly. The feeling of "being there" has never been stronger in a flying game. The sound effects help enhance that further, with realistic stereo wind effects and sampled plane and chopper engines adding to the atmosphere. The game is very challenging, and successfully gaining your licence on the final level is something that makes you feel genuinely proud! If you want to show people just how good the Super Famicom is, make sure you get this. You'll also be buying a superlative game in the process!

TYPES OF TRAINING TRANSPORT

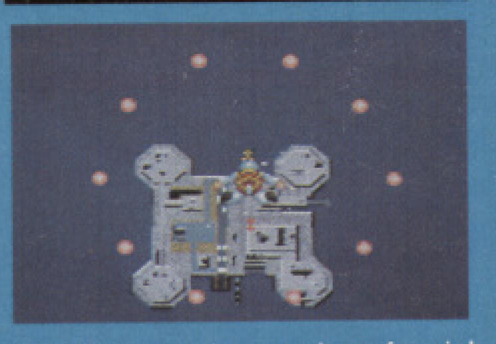
In your efforts to become a Pilotwings expert, there are each five modes of transport that candidates attempt to master. Here's the MEAN MACHINES guide to each.

LIGHTPLANE



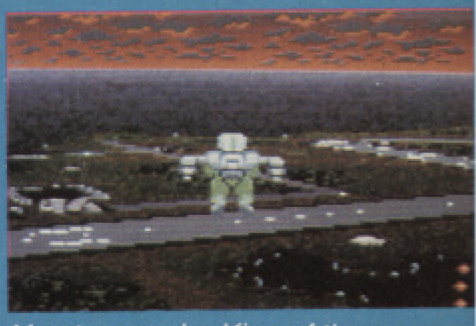
A low-powered single seater, this becomes far more difficult to handle at high speeds - but extra points are up for grabs if you complete the course quickly.

SKYDIVING



Freefall through a number of aerial hoops and then land in one piece at the designated target. Simple? Not really - this is probably the most difficult test of skill in the game!

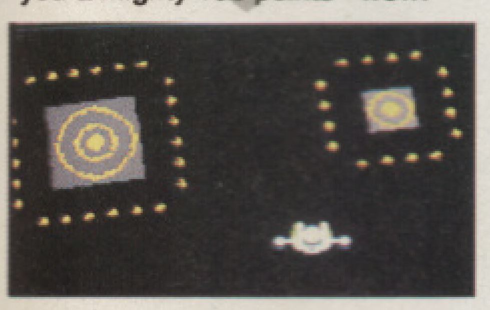
ROCKETBELT



You too can be King of the Rocketmen with the aid of this trusty rocketbelt. Probably the easiest mode of transport to control, but watch out for high winds on later levels!



▼ On course for success.



COMMENT

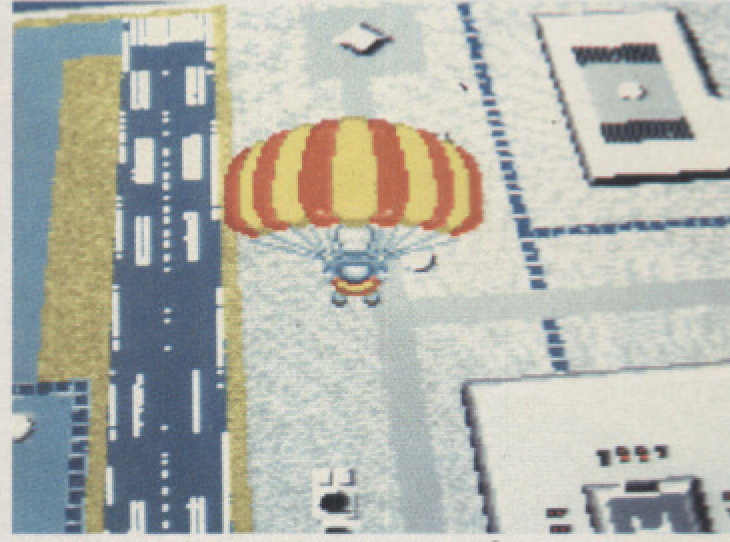


MATT

Pilotwings offers 3D graphics unparalleled on any other games system outside of the arcades. The effect is truly stunning, with a fully rotating landscape that will astound and amaze. The only problem is, it's a bit flat. But thankfully, the varied gameplay is enough to make up this slight deficiency. All of the modes of transport offer a completely different challenge and the increasing difficulty level is enough to make the game very challenging. The sound is great - there's some supermarket-type shopping music playing throughout, with the added bonus of incredibly convincing effects (the helicopter and lightplane noises are perfect!). My only gripe is that there's not really enough things to shoot and destroy! How about a Pilotwings 2 which combined these graphics with all manner of airborne destruction? Yes please!

BONUS BONANZA!

Whilst sky-diving or flying around with your rocketbelt, you might like to try landing on the moving target that runs around the lake surrounding the target area. A successful landing takes you onto the bonus stage where you may be cast as a man with Icarus-type flying wings or a springboard-diving penguin. Just getting to the bonus stage earns you a mighty 100 points - wow!



▲ Erm... where's the landing pad?



HANG-GLIDER

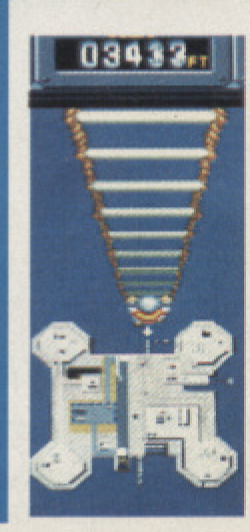


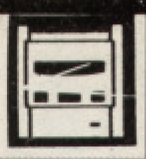
Catch the thermals to stay aloft with your hang-glider. Reaching a certain height is your objective, but landing correctly is the most difficult job!

HELICOPTER



Very difficult to control and quite unresponsive at high speeds - mastering this baby (and its two in-built cannons) is the aim of the game!

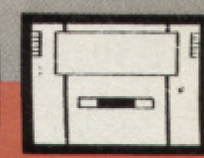


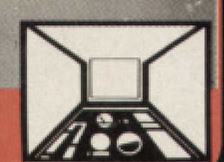




BY: NINTENDO
PRICE: £40.00
RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: BRILL







PRESENTATION 84%
Nice intro screens for each mode of transport. Shame about the Japanese text.

GRAPHICS 96%
3D graphics the like of which you've never seen before!

SOUND 88%
Bizarre music coupled with superb effects!

PLAYABILITY 92%
Easy to get to grips with and instantly addictive.

LASTABILITY 89%
A bit frustrating in the short term - but this game's designed to last!

OVERALL 90%
A highly original, graphically stunning game. Go for it!

ARE YOU A JOHN MADDEN'S CHAMPION?

Think you're a bit hot at John Madden's Football? Then why not enter yourself into the MEAN MACHINES John Madden's Championships?

Electronic Arts and ourselves are holding a special John Madden's tournament this summer in which we'll be bringing together eight MEAN MACHINES readers who we think are the best John Madden players in the country, four of Electronic Arts' finest players, PLUS (cue drum roll) the four MEAN MACHINES' staff (Gaz 'n' Jaz reckon they can take anybody on) to play against one another in a tense and exciting Championship.

The winner of the tournament will be declared the Official British John Madden's Champion (and will win a pretty whizzo prize in the process, unless he's a MEAN MACHINES or EA person whereupon the prize will go to the highest-placed reader).

THE RULES

To enter the competition, we want you to record your highest score against an ALL MADDEN's computer team. We'll take your word for the score - after all, if you're a crap player and you lie about your score, you'll be sussed out in the tournament when you get completely and utterly defeated by EA and MEAN MACHINES champions (and laughed at a lot in the magazine).

Once you've recorded your score, choose your favourite team which you would like to play with during the tournament (you're not allowed to choose ALL MADDEN'S - if you do your entry will be disqualified).

The only rule during your game is that on-side kicks are banned - ie no instant kick-off recoveries. Otherwise normal tactics apply.

The eight best players will win an all-expenses paid trip to London this summer to partake in the tournament, a full day's action including lunch and a chance to meet and talk to the MEAN MACHINES team and Electronic Arts staff. Players will also receive a very expensive American Football shirt of their chosen team to wear during the tournament (so make sure you're happy with the team you choose to play with).

THE PRIZES

The highest-placed reader in the tournament will receive a portable television and video cassette recorder, and the second highest placed reader will win a portable television.

Send your entry to: I'M HARD ENOUGH TO ENTER THE JOHN MADDEN'S CHAMPIONSHIP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is June 30. We'll be contacting the finalists soon after. By the way, don't call us - if you're any good, we'll call you.

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ALL MADDEN'S ....

NAME ....

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PREVIEW







Who's spiky, speedy, and extremely sexy? No, not just Julian Rignall, but Sega's latest cute character, Sonic the Hedgehog. Billed as the greatest platform game yet seen on the Megadrive, what can we expect when it's released in the autumn?

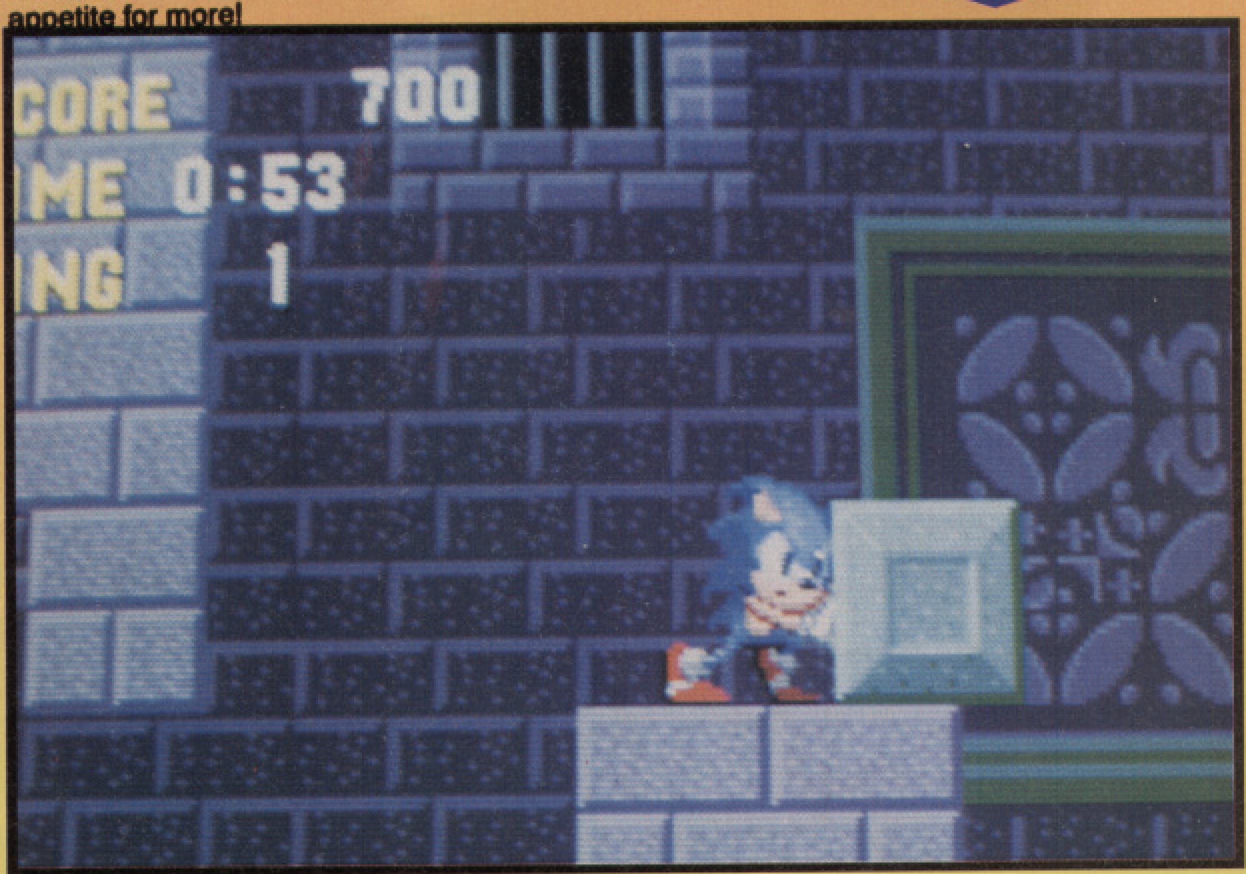
Sonic zooms around each level collecting rings and splatting baddies as he makes his way to the exit. When he jumps he turns into a ball covered with spikes, very handy for killing those inconvenient crabs or giant flies that get in his way.

At certain points in the game Sonic curls up into a ball and rolls at high speed through the landscape, tumbling through tunnels and bouncing up to collect rings. He can also crouch down to avoid overhead obstacles or use the springs hidden on each level to jump to otherwise inaccessible areas.

Sonic is set for an Autumn release, and is looking like the biggest and best thing ever seen on the Megadrive. It's caused a great deal of excitement already, and this exclusive preview should whet your appetite for more!

NEW HEDGEHOG ON THE BLOCK

On the Marble Zone Level, blocks are an important part of the gameplay. Sonic pushes them from place to place, triggering mechanisms and the like. Blocks also have an alarming tendency to fall from the ceiling; let's hope Sonic can dodge them before he suffers the fate of all hedgehogs! Watch out for the lava on this level too.





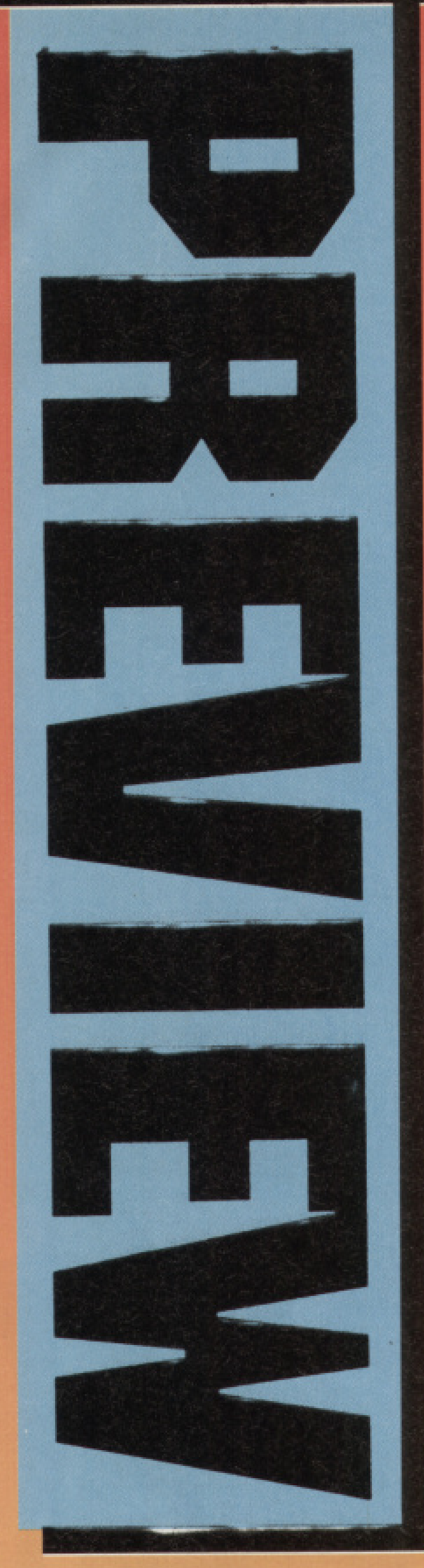
▲ Sonic, protected by a forcefield, leaps from chain to chain!

▲ Use the springs to catapult Sonic to the next platform.

▲ Bouncing around on the special stage.

YOU'RE SO SPECIAL

Included in the game is a special stage that features Sonic rolling around a weird rotating shape. He has to collect as many rings in the time limit then exit the level. The most impressive part of this bonus stage is that the background changes into one of two beautiful patterns - featuring angel fish and doves! Check out the graphics...

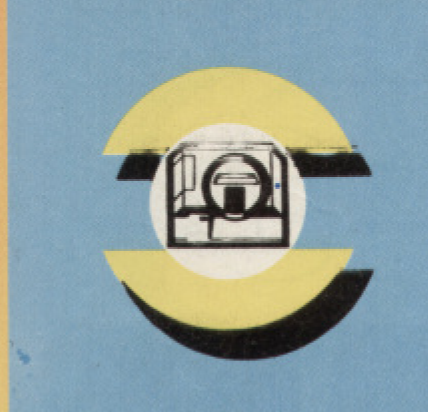




▲ *The end of the first level!*





ON A RING AND A PRAYER

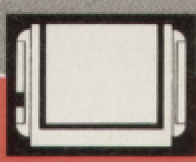
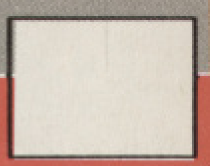
The main purpose for collecting rings is because they are converted into bonus points at the end of each level. They have another purpose too - they protect Sonic if he's hit. However, he drops them all when this happens, so he has to quickly run after them and grab another one so that he's protected against another collision!





BY: SEGA
PRICE: £TBA
RELEASE DATE: SEPT
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: TBA
SKILL LEVELS: 1
RESPONSIVENESS: SONIC





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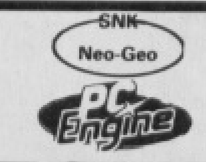
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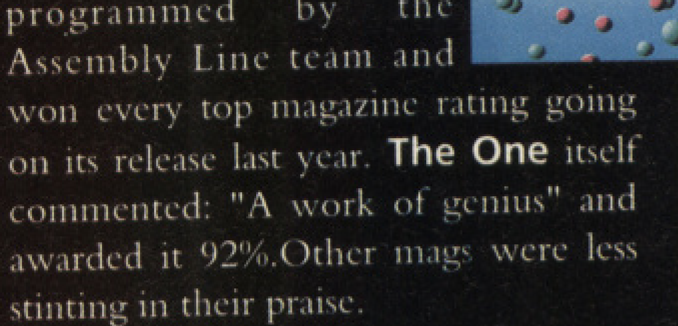
TWo FOR THe PRiCE Of The One



In May you'll find an issue of The One 100% dedicated to the Amiga computer. All that's best in Amiga gaming will be inside. And on the outside you'll find not one but TWO disks!!

The disks are packed with Amiga game demos and also a complete game- US Gold's top-rated hit **E. Motion.**

E. Motion the game was programmed by the Assembly Line team and won every top magazine rating going on its release last year. **The One** itself commented: "A work of genius" and awarded it 92%.Other mags were less stinting in their praise.



Last year it cost £24.99. Now it can be yours in full, along with the best Amiga magazine in the business, for just £2.95.

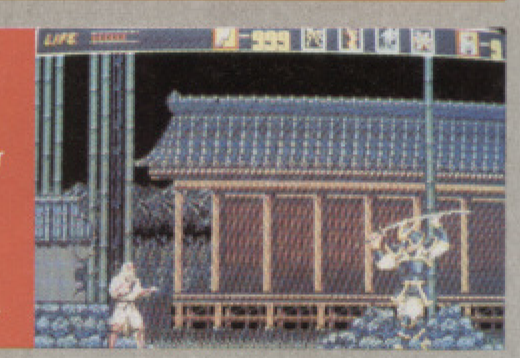
Streetdate is April 26th - don't be the only one to miss out...

CHECK 'EM OUT!

Here are the top-rated games of recent months MEAN MACHINES strongly recommends.

MEGADRIVE

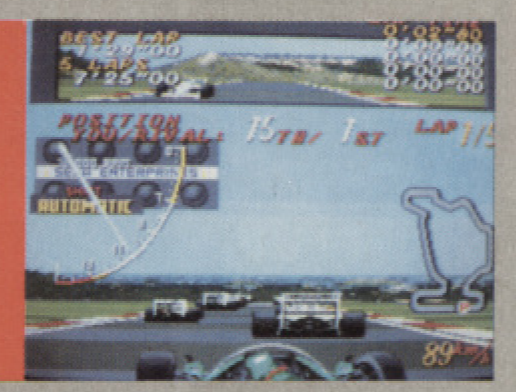
REVENGE OF SHINOBI
ISSUE 1: 94%
Ninja games don't come any better than this. An action-packed arcade-quality game with truly superlative graphics and sounds - a must for every Megadrive owner.



JOHN MADDEN'S FOOTBALL
ISSUE 3: 95%
Bring the action and razzmatazz of American Football into your living room with this incredible sports game. With graphics and sound that'll knock your socks off and playability that'll set them alight, this is a must for any sports fan.

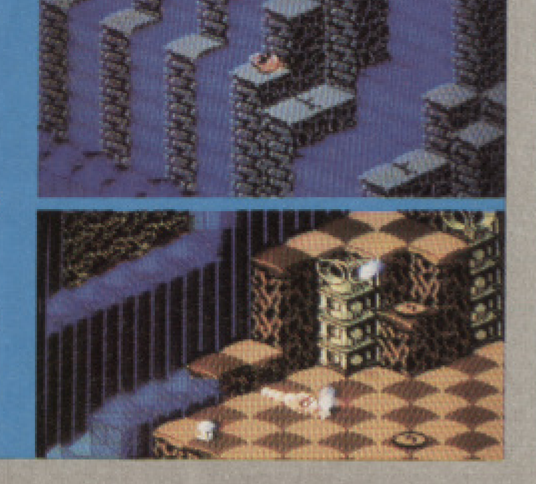


SUPER MONACO GP
ISSUE 3: 93%
Not only is this a superb arcade conversion, it's also got a completely original Grand Prix mode in which you race a variety of opponents over a full racing season. Fast, furious and highly desirable...



NINTENDO

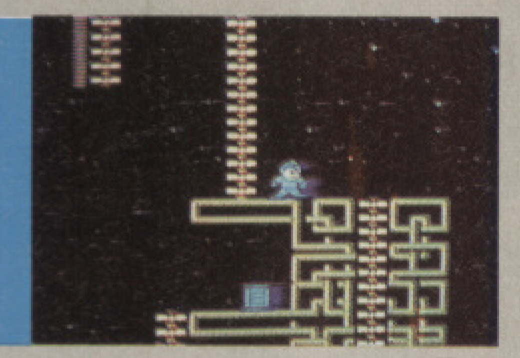
SNAKE, RATTLE 'N' ROLL
ISSUE 4: 94%
Highly original and highly addictive, this snake-based collect 'em up defies description. Ten challenging levels await you - and you won't stop playing until you've done them all (and that will take ages!).



SOLAR JETMAN
ISSUE 3: 94%
Guide loony Jetman around a series of planets and collect the pieces of the Golden Warpship. Loads of depth and great playability gives this massive lasting appeal.

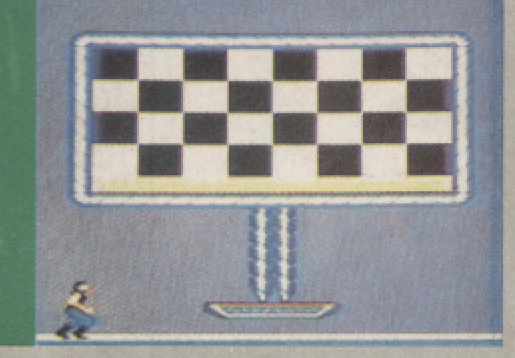


MEGAMAN II
ISSUE 4: 95%
Nintendo action at its finest. Boasting cartoon-quality graphics and amazingly addictive action, this is one of the best platform games available on any system.

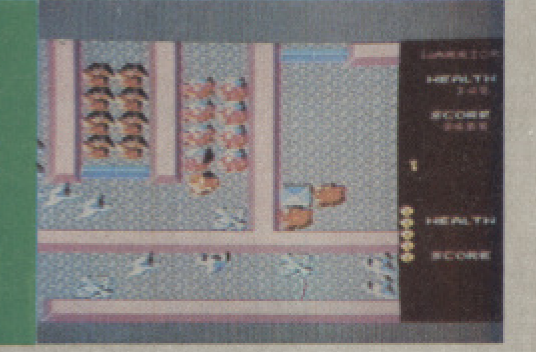


SEGA

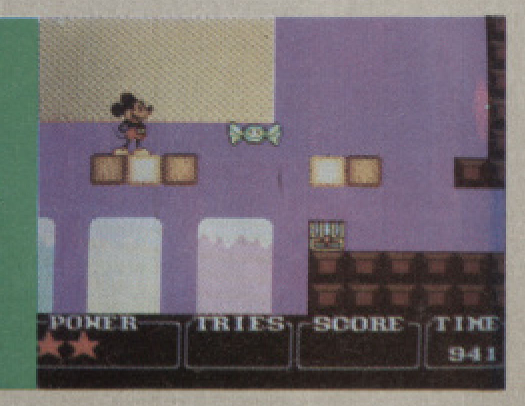
IMPOSSIBLE MISSION
ISSUE 1: 94%
Superlative arcade adventure. Enter a bunker and search a robot-packed bunker for a secret code. Stunning graphics, excellent sound and brill gameplay makes this an essential purchase.



GAUNTLET
ISSUE 1: 92%
All the features of the arcade classic have been incorporated in the graphically superb coin-op conversion. There's even simultaneous two-player action. Arcade addicts should go for it.



MICKEY MOUSE
ISSUE 4: 93%
Mickey's on a mission to rescue Minnie from Mizrabel! Marvellous Master System action, with graphics and sound to match. A must!




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